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MAXIMUM

THE VIDEO GAME MAGAZINE • APRIL ISSUE 5 • £3.50

TEKKEN 2 on PlayStation

THE DEFINITIVE GUIDE
TO THE GREATEST FIGHTING GAME!

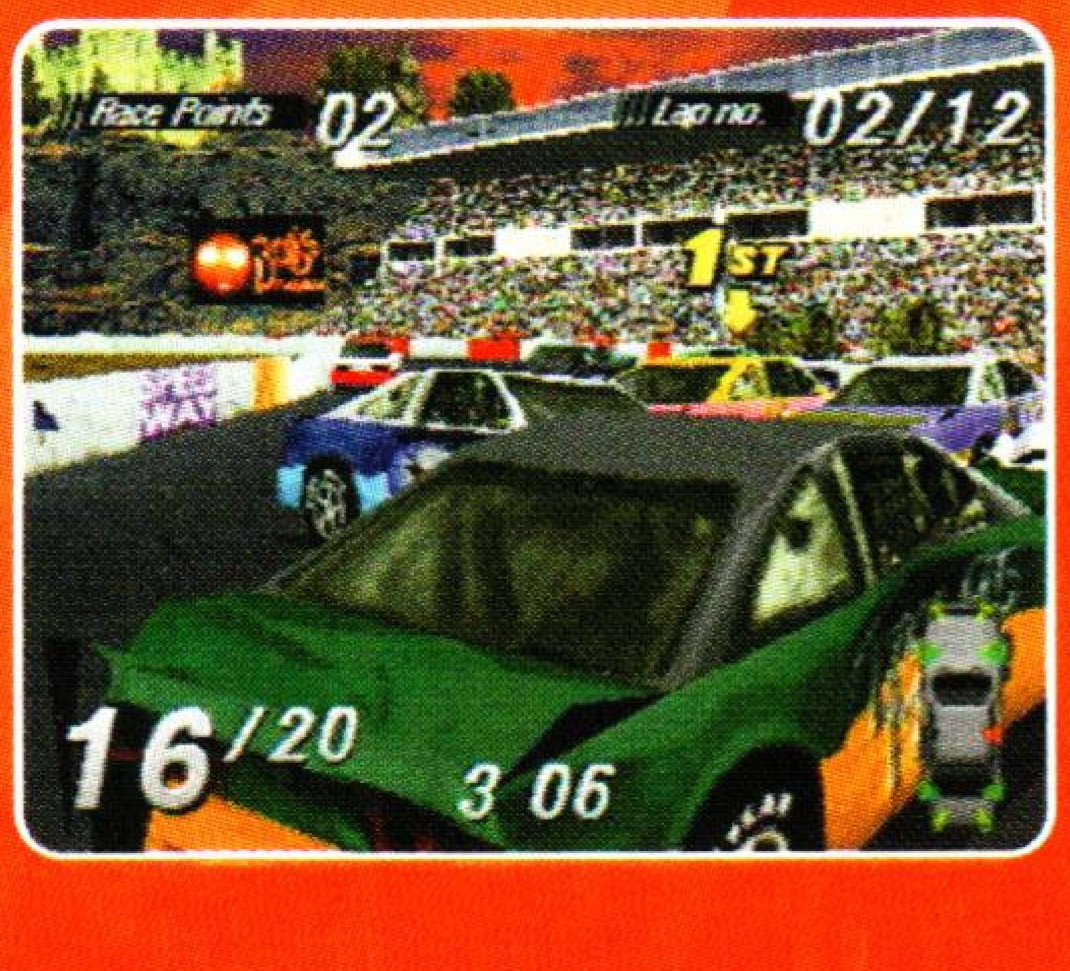
namco®

THE SPECIAL COLLECTORS' ISSUE

RIDGE RACER REVOLUTION • NAMCO MUSEUM • COMPLETE NAMCO BACK CATALOGUE

"THE
DEFINITIVE
DRIVING GAME ON ANY SYSTEM"
COMPUTER AND VIDEO GAMES

Destruction derby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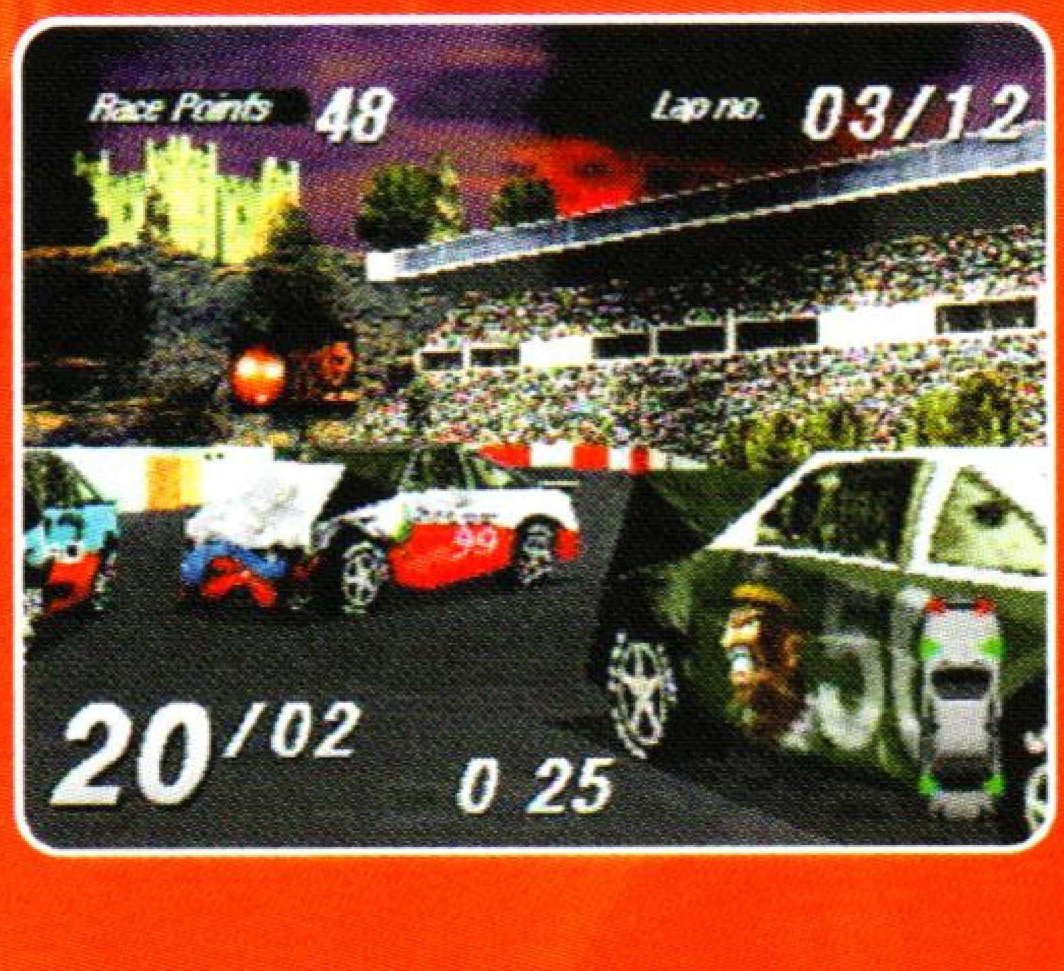
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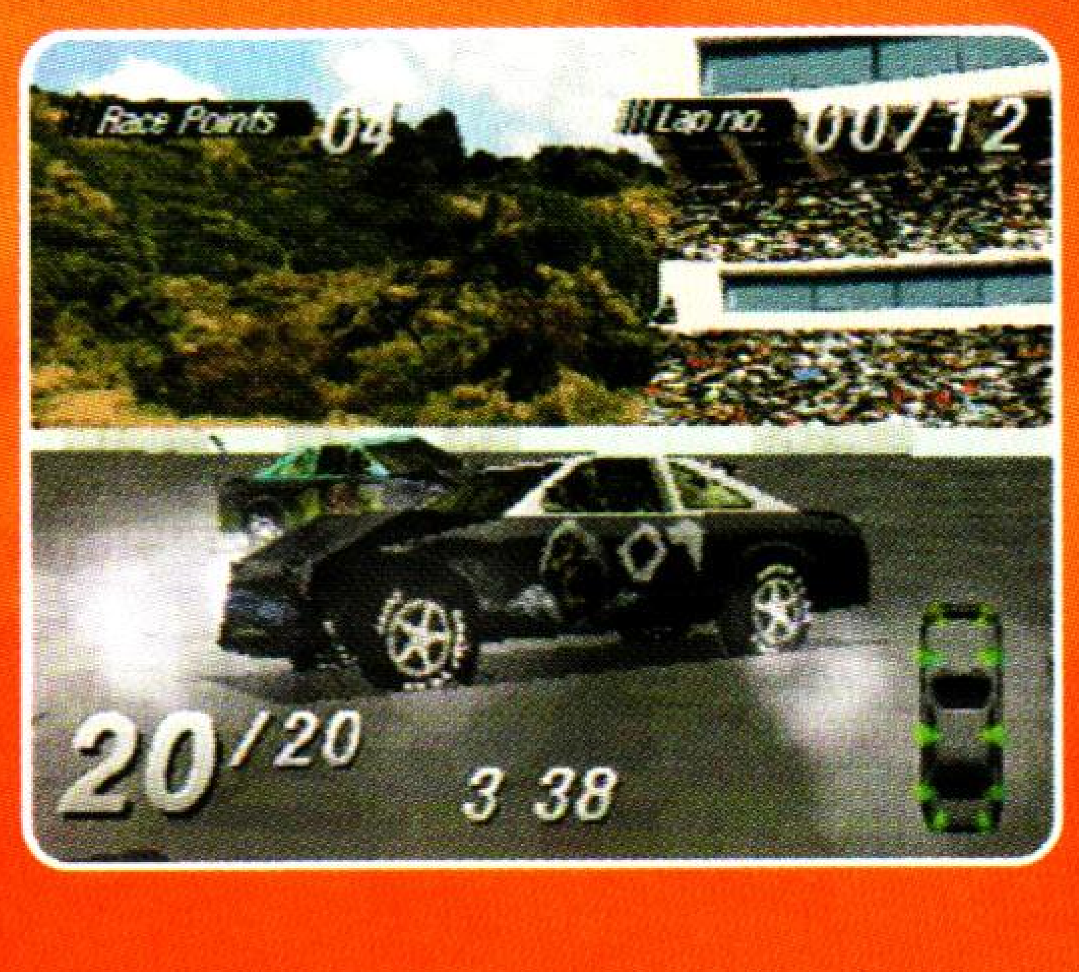
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"THE BEST
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GAME ON PLAYSTATION
MAXIMUM
wipEout"
™
LAP 1 OF 3
POSITION 8
LAP RECORD 01:16.8
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LAP 2 OF 3
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THE VIDEO GAME MAGAZINE • APRIL ISSUE 5

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cover image
tekken 2
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MAXIMUM ***EXTENDED PLAY***

TEKKEN PAGE 6
Arcade Fighting Game by Namco
Price and Release Unconfirmed
The exclusive of the year can only arrive in one magazine: **MAXIMUM** has the first look at what is potentially the PlayStation Game of the Year. Our unrivalled 40 page coverage reveals *everything* you need to know about this game. The full character roster is revealed and our moves lists are the perfect accompaniment to this incredible game. Kicking off our Namco issue, this could well be our greatest Extended Play to date...
MAXIMUM note: The guide on these pages has been put together from a variety of sources and is not an official Namco guide - so if we see it reprinted elsewhere, our legal boys will be on the case, pronto...

NAMCO BACK CATALOGUE PAGE 46
Various PlayStation titles by Namco
Out Now, Price £44.99 Each (Tekken £49.99)
The Namco Issue continues with a retrospective look at the achievements of the top Japanese company on the PlayStation. **MAXIMUM** offers its opinions on Ridge Racer, Tekken, StarBlade, Air Combat and CyberSled, plus full cheats lists for all of these games.

NAMCO MUSEUM PIECES, VOLUMES 1&2 PAGE 54
Arcade Masterpieces by Namco for PlayStation
Price and Release Unconfirmed
The company that invented Pac-Man has a vast history of stunning, innovative games. The Namco Museum Pieces take these games from the past and run them under emulation on the PlayStation. This special Extended Play examines Volumes one and two of the Museum Piece collections and provides maximum detail. A Namco history in itself!

RIDGE RACER REVOLUTION PAGE 60
PlayStation 3D Racing Game by Namco
April Release, Price Unconfirmed
The home system Namco coverage concludes with an in-depth look at the latest official release for the company. Ridge Racer Revolution is arguably what the original should have been. Faster, meaner, more playable with more cars, more secrets and the all-important link-up facility. Plus: every hidden Revolution feature is revealed, including the superb toy car turbo boost!

VAMPIRE HUNTER PAGE 80
Sega Saturn Fighting Action Game by Capcom
July Release, Price Unconfirmed
Capcom prove that they are the undisputed masters of the 2D fighting genre with their third classy Saturn fighting game. the most imaginative fighting fest to date, Vampire Hunter impresses all with its stunning action and incredible techniques. Hence this six-page Extended Play.

GUN GRIFFON: THE EURASIAN CONFLICT PAGE 86
Sega Saturn 3D Shooting Game by Game Arts
Price and Release Unconfirmed
Game Arts made their name with the ahead-of-its-time Mega-CD blaster Silpheed, and they're back with Gun Griffon - this time for the Saturn. Take loads of modern day military hardware, add giant robots and an advanced 3D engine and you have what must rank as one of the most impressive Saturn titles to date.

ALIEN TRILOGY PAGE 96
PlayStation 3D Shooting Game by Acclaim
Out Now, Price £44.99
Acclaim finally release their most promising of next generation products and it's great enough to warrant serious hardcore Extended Play treatment in the **MAXIMUM** stylee.

PANZER DRAGOON ZWEI PAGE 102
Sega Saturn 3D Shooting Game by Team Andromeda/Sega
May Release, Price Unconfirmed
Arguably the finest 3D blaster of its time, Panzer Dragoon returns in another truly exceptional game. This time there's more game, more variety,. far superior graphics (believe it or not) and a stiffer challenge. Truly a stunning release, **MAXIMUM** investigates.

MAXIMUM REGULARS

NEW GAMES... PLACES... EVENTS... PAGE 116
This month **MAXIMUM** visits the AOU arcade show in Japan - the year's first coin-op event that reveals what we've got to look forward to in 1996. The answer is: plenty. How does Virtua Fighter 3, Gunblade, Alpine Surfer, Prop Cycle and Xevious 3D sound? Plus: we examine the test release version of id's Quake, check out King of Fighters '95 and Ultimate MK3 on Saturn and still find some space for King's Field and Formula One updates.

MAXIMUM RESPONSE PAGE 144
More controversy via the raging games debate that is **MAXIMUM** Response. This month: some nice, constructive words about the mag, more Tekken activities plus someone who sold his PlayStation and bought... a 3DO. Find out why on this page!

REVIEWS PAGE 145
Another **MAXIMUM** reviews section put to print in what is one of the most nightmarish segments of the mag to put together. Highlights this month include Saturn Street Fighter Alpha and WipeOut, plus Acclaim's PlayStation Alien Trilogy. Do all of these titles live up to their hype? **MAXIMUM** tells it like it is. As always.

NEXT EDITION PAGE 162
Just how can **MAXIMUM** follow up the Special Collectors' Item Namco Edition? The Next Edition page holds all of the answers, but here's a quick clue: Resident Evil...

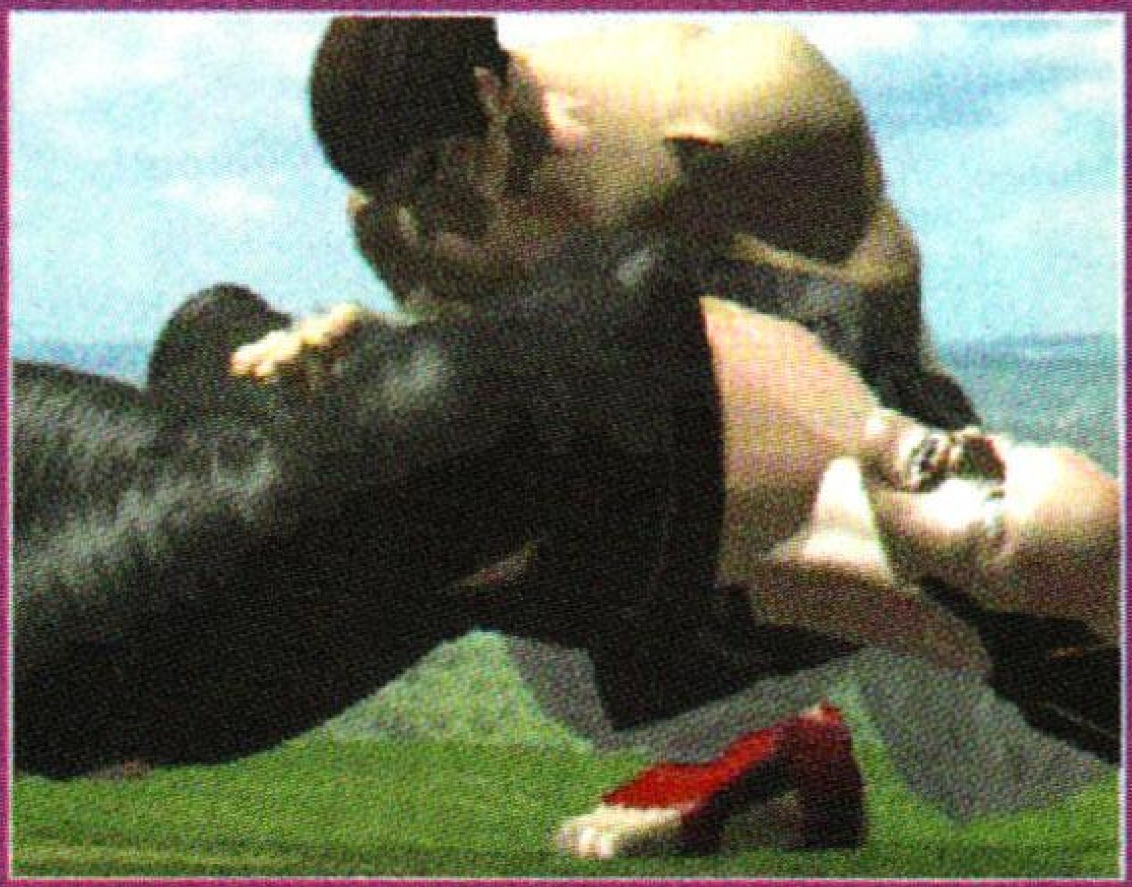
SPACE HULK ARTWORK ©ELECTRONIC ARTS 1995, 1996

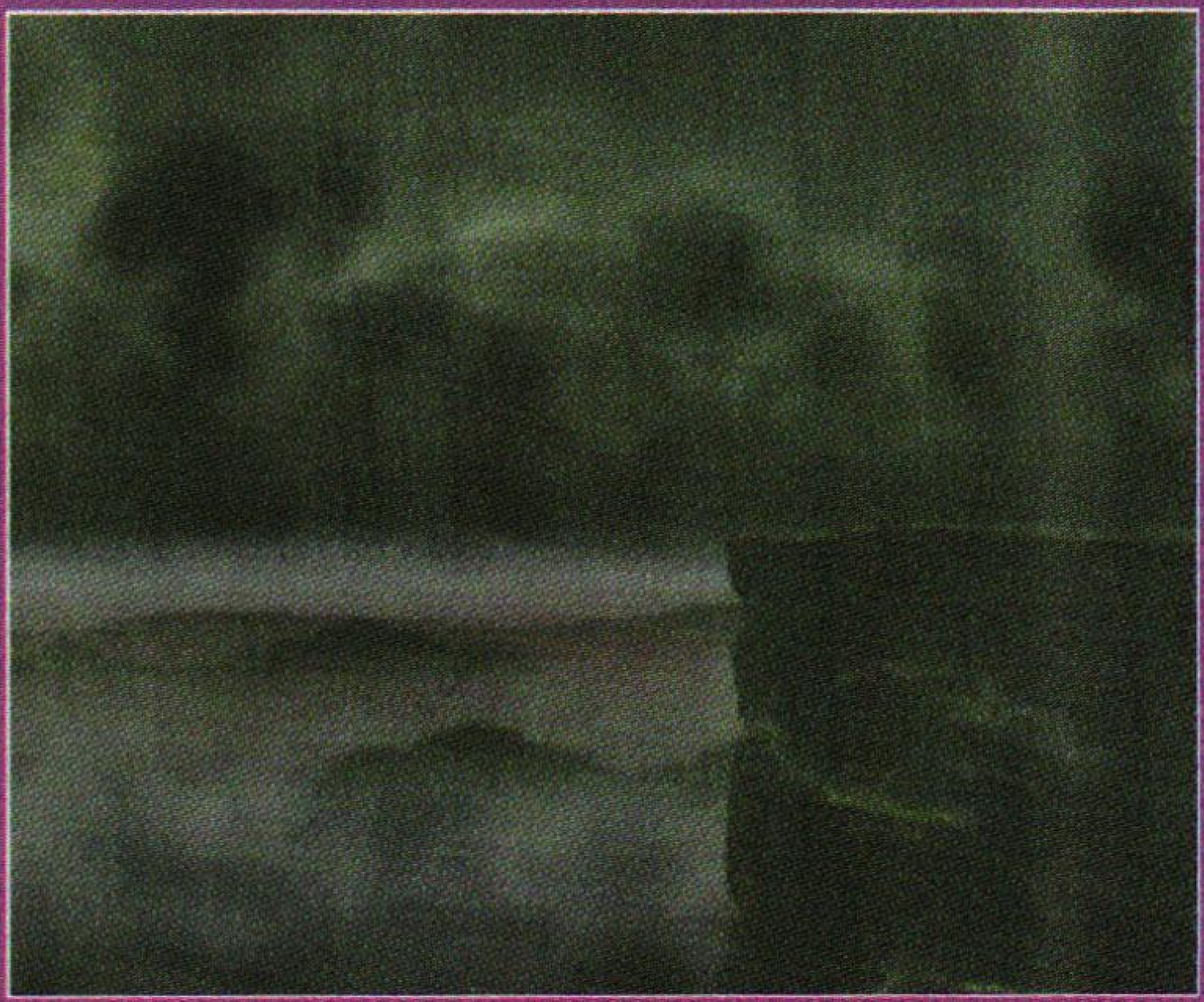
Namco's incredible TEKKEN 2 is complete! The definitive guide begins here!

TEKKEN 2 ARTWORK © NAMCO 1995, 1996 ALL RIGHTS RESERVED

鉄拳 TEKKEN 2

The FIRST IRON FIST TOURNAMENT reaches a climax! Two DEADLY opponents face each other for a epic BATTLE to the death!!





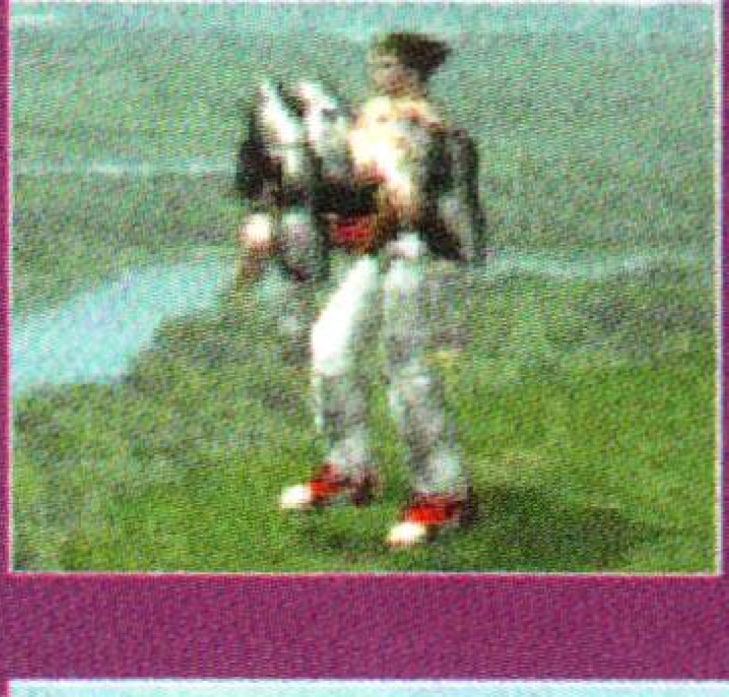
The rain soaks the cliff-face and a figure is seen clambering up the precipice. Who is this madman?

Heihachi Mishima summoned the power of lightning in a last desperate attempt to thwart his hated son's deluge of bone-breaking power manoeuvres. Heihachi quickly side-stepped Kazuya's dashing uppercut, surprised and shocked at the speed and ferocity of Kazuya's killing techniques. The uppercut glanced Heihachi's left arm as Kazuya took to the skies, screaming wildly with demonic glee and showering Heihachi in bright blue electrical sparks from his summoning incantations. As the sky darkened overhead, black thunderclouds formed and the rain began to pelt the tiled floor of the Mishima clifftop dojo.

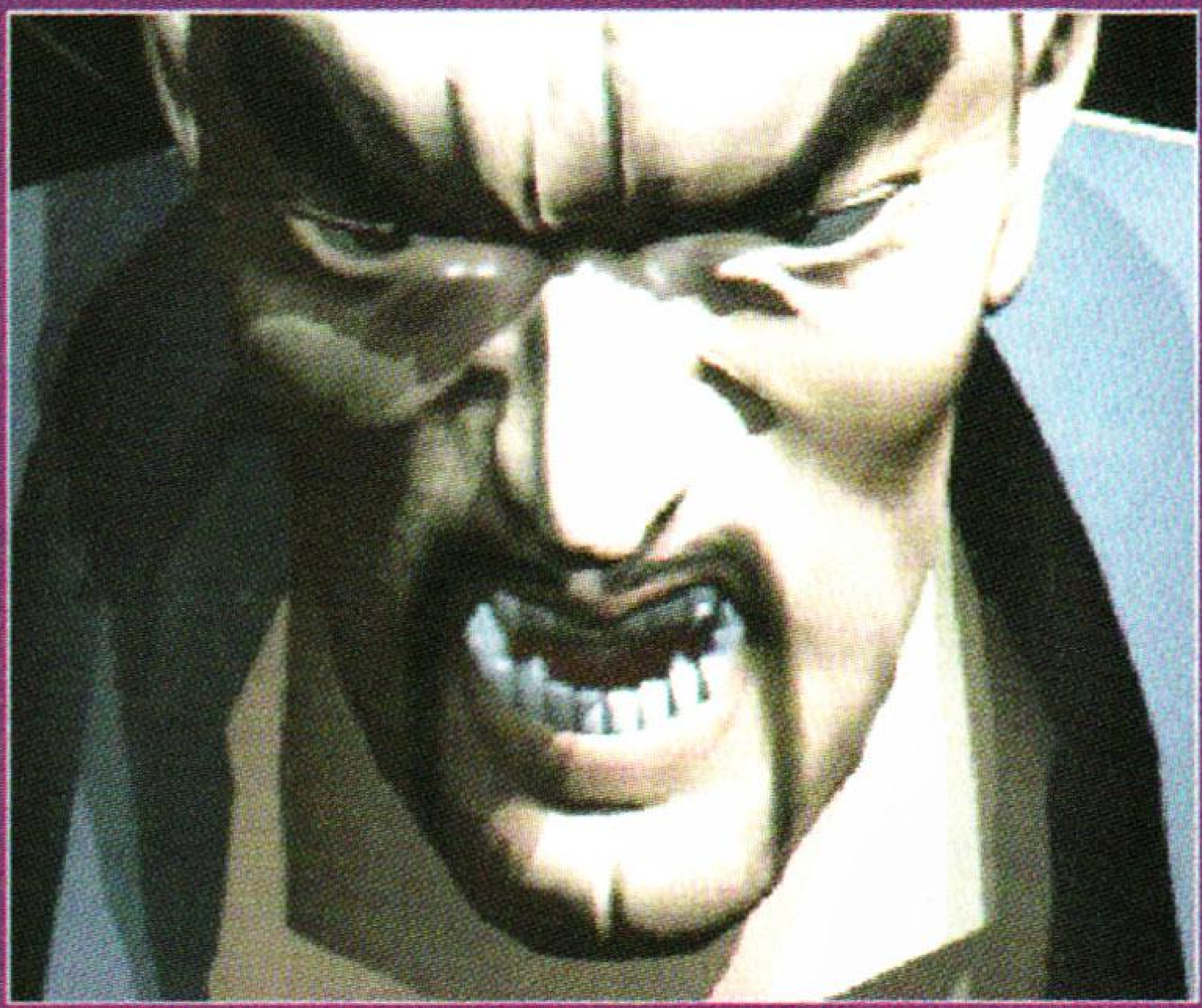
Kazuya landed with the agility of a panther, turning to view Heihachi through the mist of rain and burning flesh. His father seemed somewhat perturbed, and Kazuya watched contentedly as his father frantically fought to snuff the number of small fires that were burning merrily on his charred karate outfit. Still steaming from Kazuya's previous attack, Heihachi spat out a bloodied tooth and began to continue with his electrical incantation.

"Give it up, old man!" roared Kazuya over the thunderclap, "Your reign is over, father!"

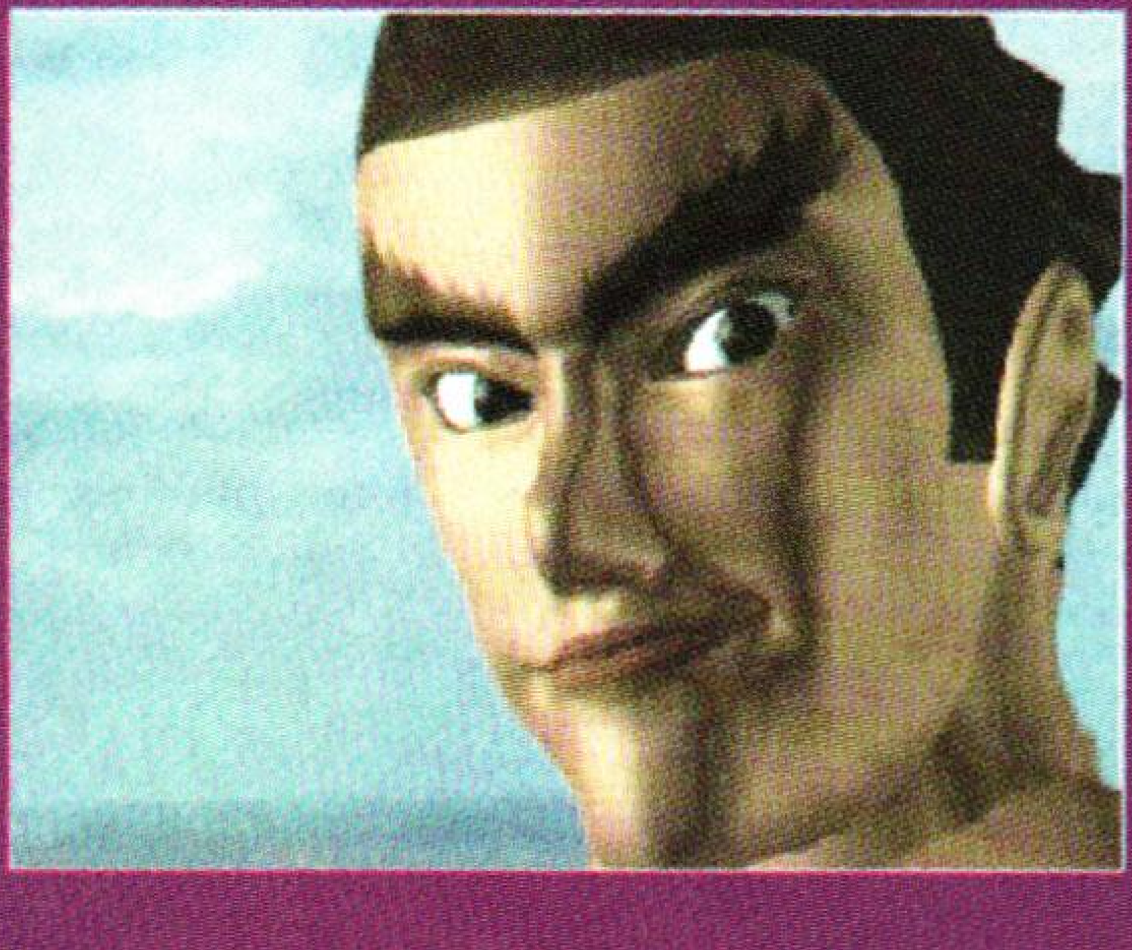
"No! Never!" retorted Heihachi through a haze of electricity, "I shall prevail over the Mishima estate for as long as there is breath in my body! You shall taste my wrath, young upstart!"

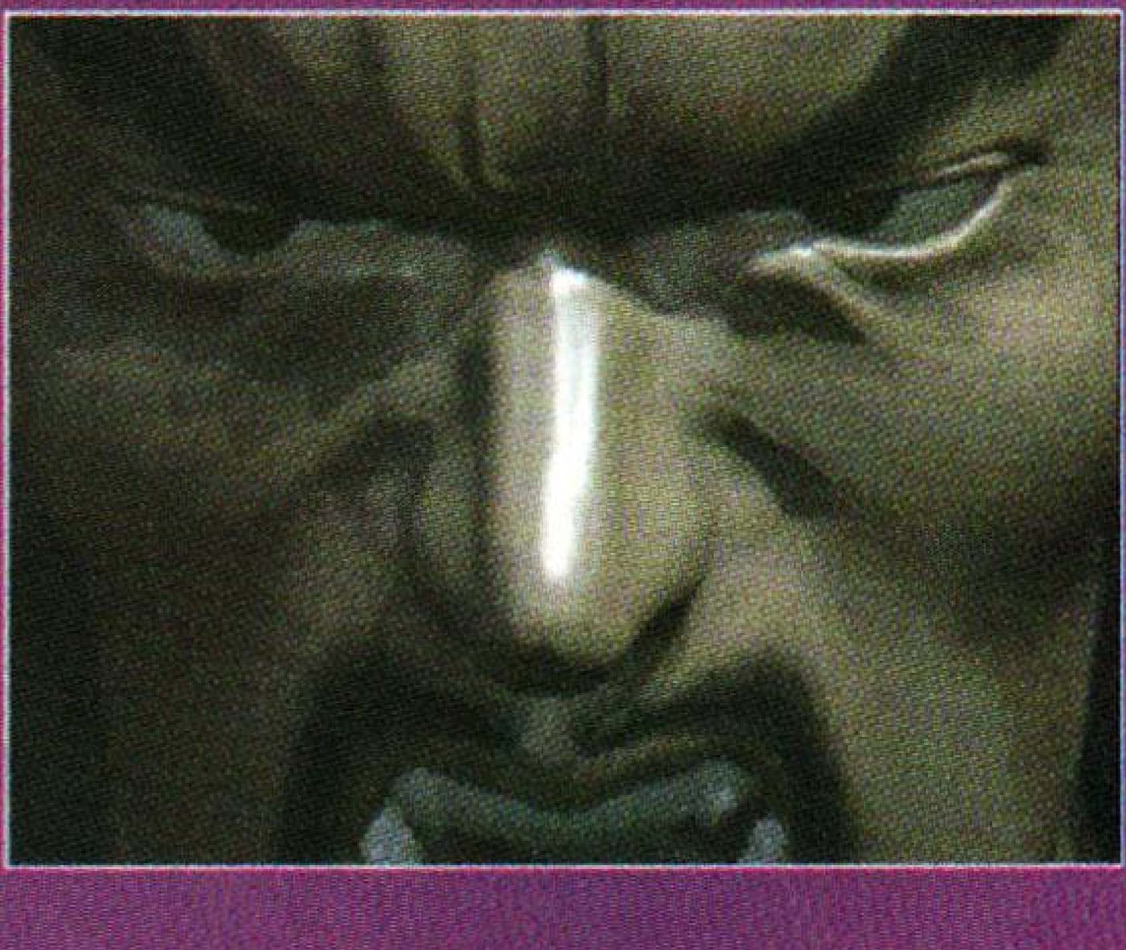


After the final shout, Heihachi began to tremble with magical blue fire, and a red flame flickered strongly in his eyes. Kazuya brought his sprint forward to a faltering halt, watching with interest as Heihachi's growl changed to a roar and sparks of blue fire danced about his form. Rising up to his full height, he lifted up his left arm uttering archaic murmurings under his breath, and his coiled arm began to pulse with an unnatural yellow glow. Kazuya recognised this technique from his days of training in the Mishima school of karate; Heihachi was unlocking the spirit of the Gargoyle! Realising his predicament, Kazuya seized his opportunity and unleashed a counterstrike, racing towards Heihachi in a burning rage, until the two of them collided in a shower of green flame!



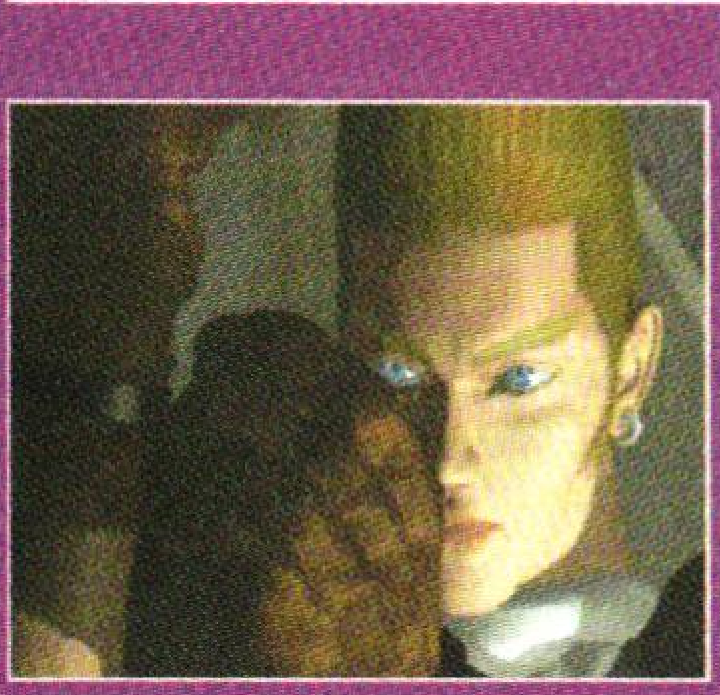
Kazuya's pact with the Devil paid considerable dividends as he tore through Heihachi's defences, countering the Gargoyle and burning a crossed scar in his father's chest with a superhuman Piston attack. As Heihachi staggered back, clutching his bleeding midriff and reeling from the blow, Kazuya uttered his final rite and launched upwards, catching his father with a devastating Demon Uppercut that echoed around the battlefield. As he descended, Kazuya laughed mockingly at Heihachi's crumpled form, and returned to his father's prone body. Slowly lifting him up, Kazuya walked carefully to the edge of the precipice and released Heihachi from his grasp, watching him bounce off the rockface before he disappeared out of sight. With an evil glint in his eye, Kazuya turned and walked away, content that his father was now dispatched and the Mishima zaibatsu was under his control.





Two years later, and Kazuya has brought the many Mishima business interests to value his way of understanding. A more confident leader has never been seen by financial observers, and all follow his orders without question, fearful of the terrible vengeance Kazuya can bring upon those who displease him. Everything is going well, until Kazuya receives information that shocks him. He summons his bodyguard, telling him to make preparations for the second Rave War.

The clifftop dojo is intermittently lit by the flickering light of a distant thunderstorm. Suddenly a grunt is heard from the edge of the cliff. As the storm passes overhead, the silhouette of a warrior can be spotted; clambering up the cliffface at a furious rate. As he clambers to the summit of the cliff, the lightning lights up this fighter's face, and a ferocious scowl scars his entire brow. Kazuya's nightmares are correct... the dreaded Heihachi has returned to wreak a terrible revenge!



*Namco deliver **THE GREATEST CONSOLE PORT-OVER** of all time! **PERFECT GAMEPLAY**, light sourcing, and a multitude of characters make this the **GREATEST BEAT 'EM UP EVER** to grace a console!!*

鉄拳
TEKKEN 2 TM
PUSH P1 AND/OR P2 BUTTON
namco®
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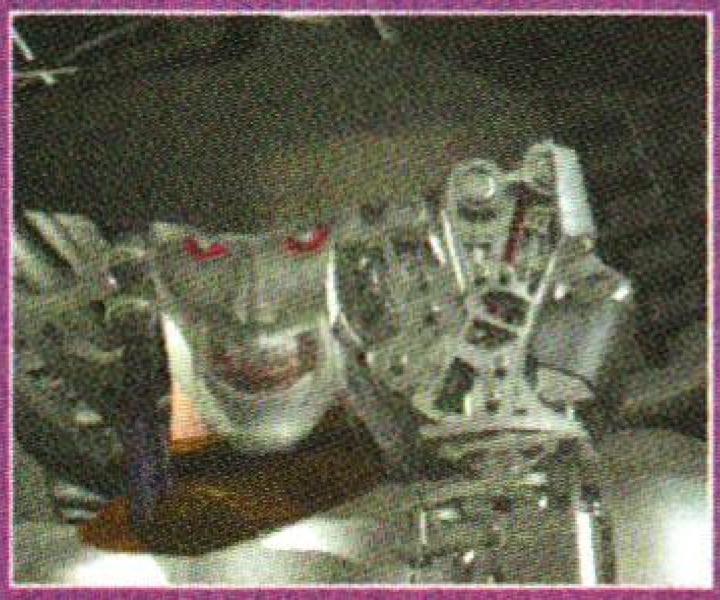
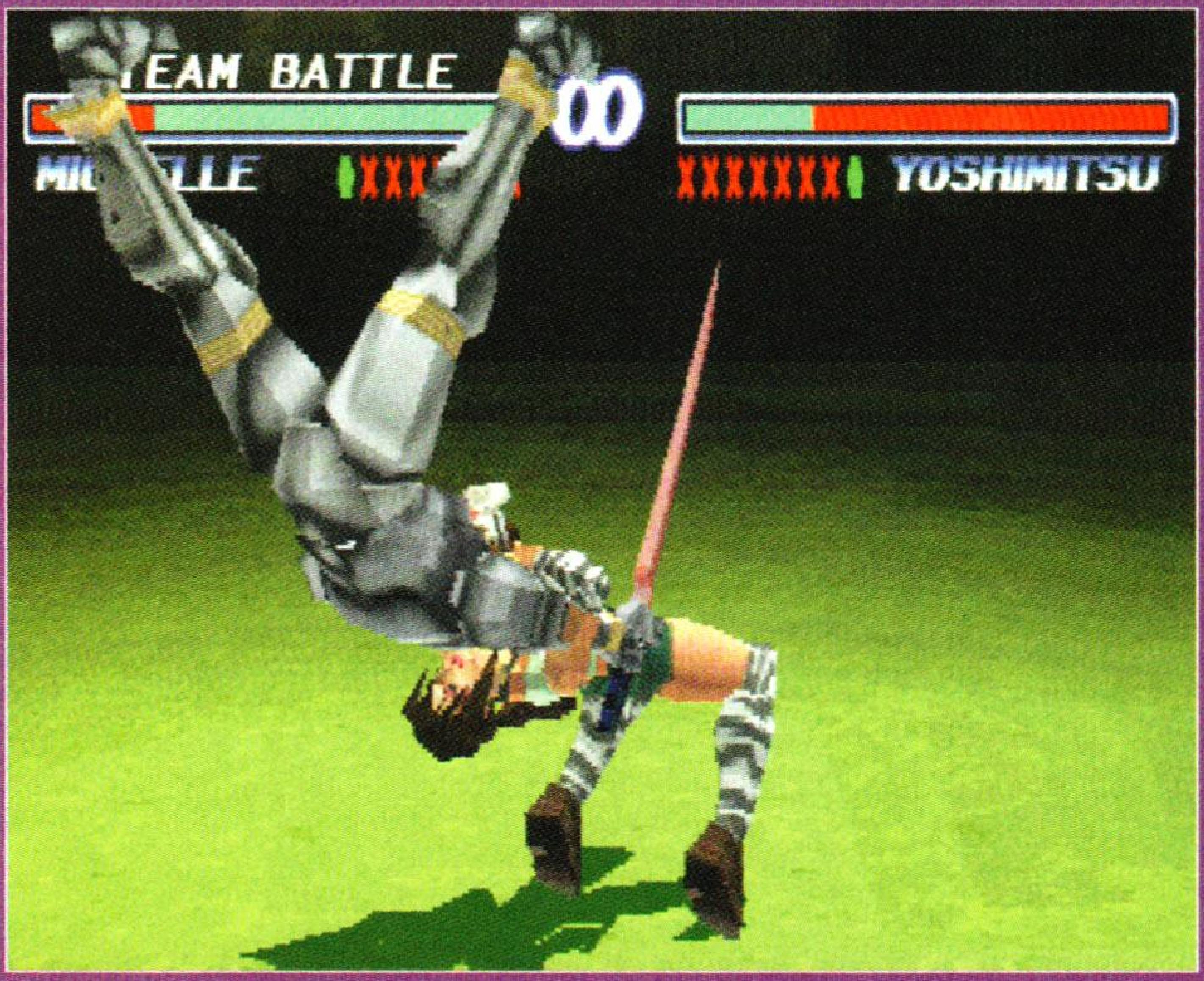
Many were hoping that Namco could again deliver the goods when it came to quality arcade crossovers. Huge numbers of fans were won the world over when Namco released the first Tekken into the arcades, and import PlayStation owners waited with bated breath for the Japanese translation of this coin-op monster. When the Namco developers revealed the finished console version, the public were initially taken aback with the astounding quality of the translation. Namco appeared to have crammed a state-of-the-art fighting game and converted it to run in the new Sony wonder machine with little or nothing lost. This was the second step on the road to Sony's success, and paved the way for Namco's reemergence into the software limelight.

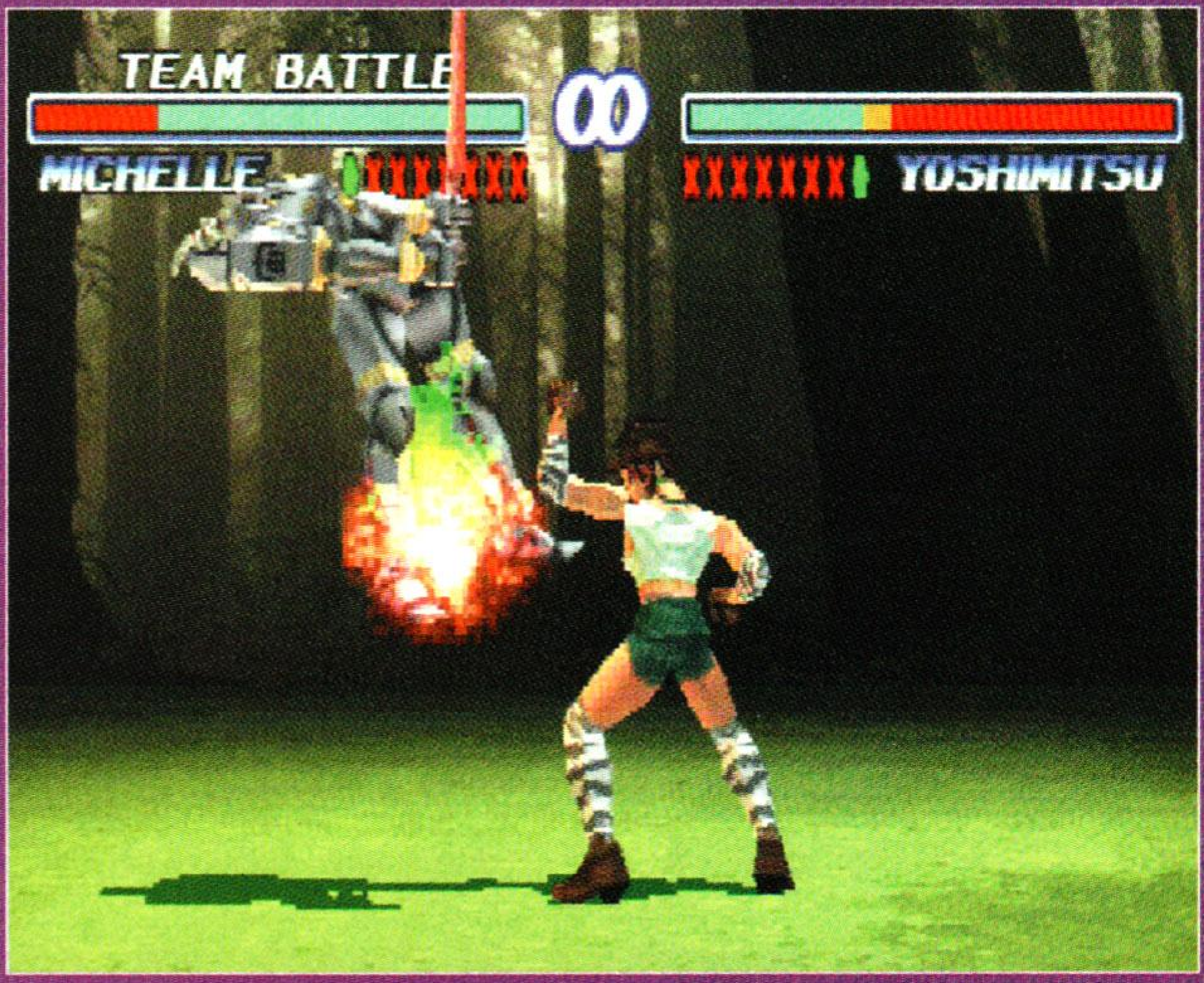
Then Namco stunned everyone with an astounding sequel to their first-rate arcade title. By the autumn of 1995, arcades across the world had the second Tekken game firmly installed, and it was greeted with even more excitement, as players discovered fantastic gameplay enhancements such as comprehensive light-sourcing, a huge number of extra moves, awesome new characters, a finely-tuned gaming engine and more secrets to discover. As soon as gamers saw the newly-designed characters and sub-bosses, only one question remained to be answered: When is the PlayStation version appearing?

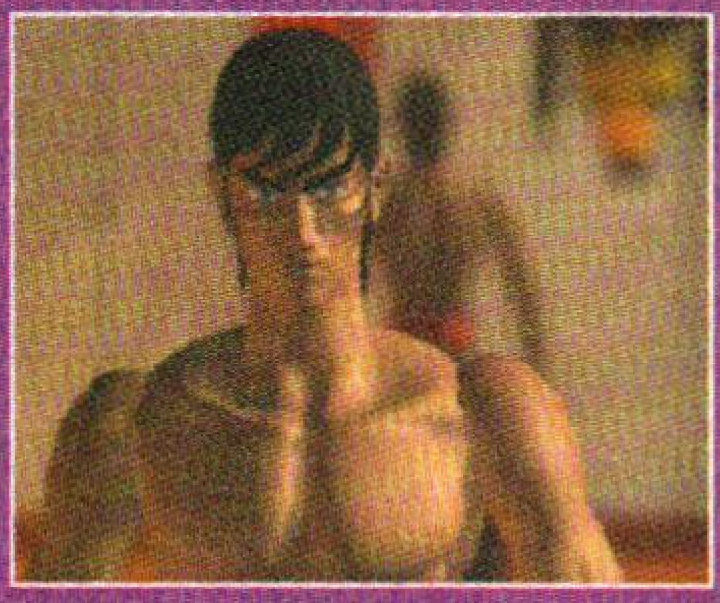
After a phenomenally short geostation period, Namco have answered this query. After spoon-feeding the gaming press with a calender and still shots from early working versions of the title, **MAXIMUM** was granted access to an almost-finished development copy of what is set to be the PlayStation game of the year. All the screenshots that you see whilst winding your way through this gigantic feature are from the PlayStation version of Tekken 2, and as you can immediately tell; it is an astounding piece of software. With this in mind, **MAXIMUM** is proud to present the most comprehensive and all-encompassing guide, with detailed information on the PlayStation additions and a complete moves list for all the main protagonists and sub-bosses.



*ARCADE-PERFECT IN EVERY DEPARTMENT, **TEKKEN 2** IS A MONUMENTAL ACHIEVEMENT! THE DEVELOPERS AT **NAMCO** HAVE SUCCEEDED IN CREATING AN ABSOLUTE MASTERPIECE!*







Just look at the quality of those graphics; then try to imagine them running at a super-smooth 60fps with absolutely no slowing or glitching whatsoever. Still unsure about Tekken 2? We didn't think so.

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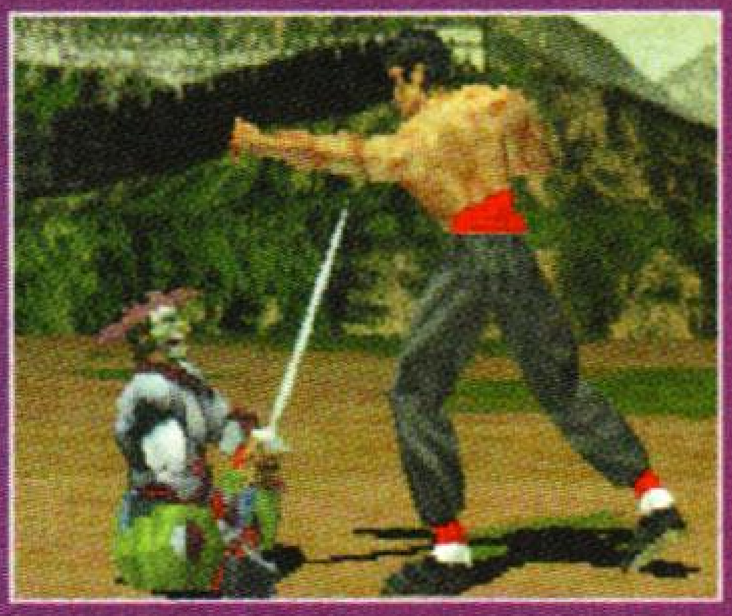
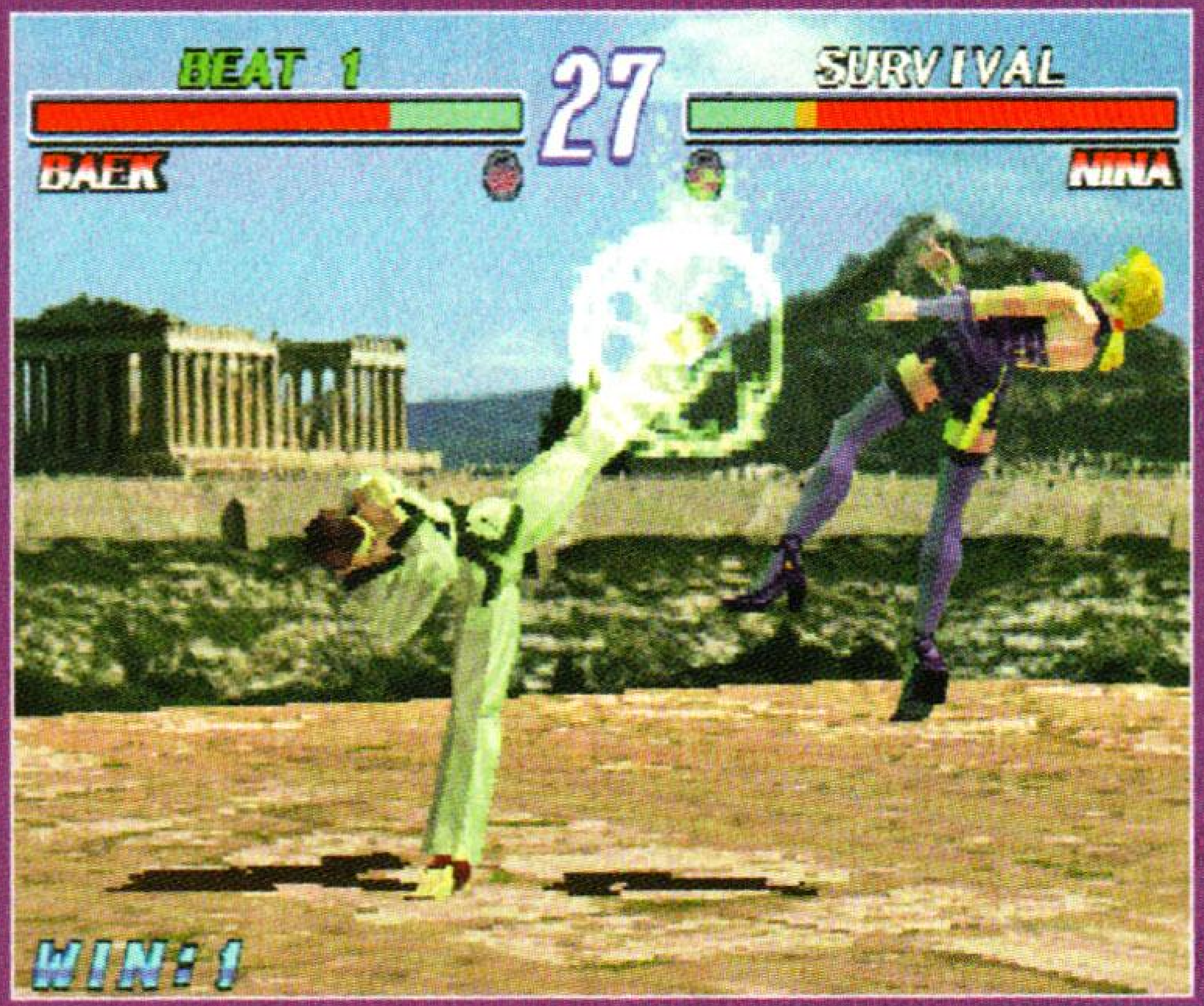
鉄拳 TEKKEN 2

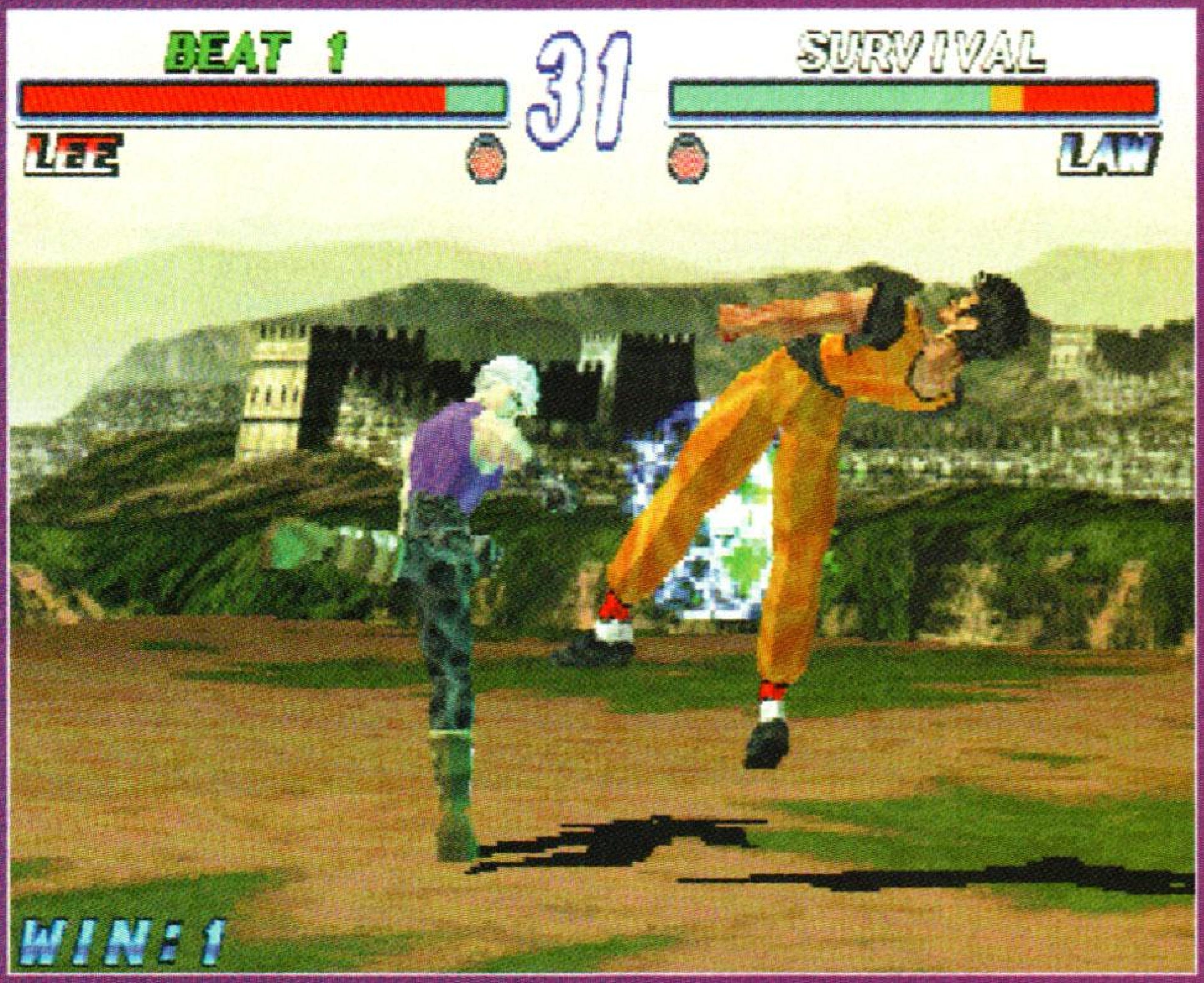


THE PLAYSTATION VERSION IS ARCADE-PERFECT WITH NUMEROUS ENHANCEMENTS!!

What about this PlayStation version, then? Surely some sacrifices have been made in the port-over from arcade board to CD? Well, judge for yourself! **MAXIMUM** has never seen such a close conversion as this, and came away absolutely gobsmacked by the quality of this conversion. Firstly, we were treated to the finest CG introductory sequence ever seen in a video game, featuring every single Tekken 2 character strutting their collective stuff, but it was when we started our mammoth combat fighting that our jaws dropped in unison and we came away gibbering. All the characters move with expert motion capture at exactly the same speed at their arcade counterparts (and at an even faster rate than they did in the first Tekken) with absolutely no slowdown or glitching at all (even when Heihachi's pet bear decided to gatecrash into the proceedings). All the light-sourcing (such as spotlights, pulsing effects and glowing reflections off the explosion effects) is there, all the detailed backgrounds, texture maps, original CG intro and absolutely everything the arcade had has been converted over lock, stock and barrel. And this was just the beginning...

Despite the lack of a loading screen (such as the Galaga shooting stage of the first Tekken), the game has no loading problems whatsoever. All the bouts are loaded in less than two seconds and the fights feature exactly the same degree of frenzied button pressing. As you might expect from a Grade AAA release, the music has been 'arranged', and the sound effects are now crisp and crystal clear (meaning that those disgraceful bone crunches are all the more shuddering). The only detail missing is some (very tiny) pixellation on the explosions and the loss of some distant arena floors, but it must be stressed that these are tiny discrepancies, and are not noticeable in the least. However, the best was yet to come, as we got to grips with the PlayStation's plethora of extra features...

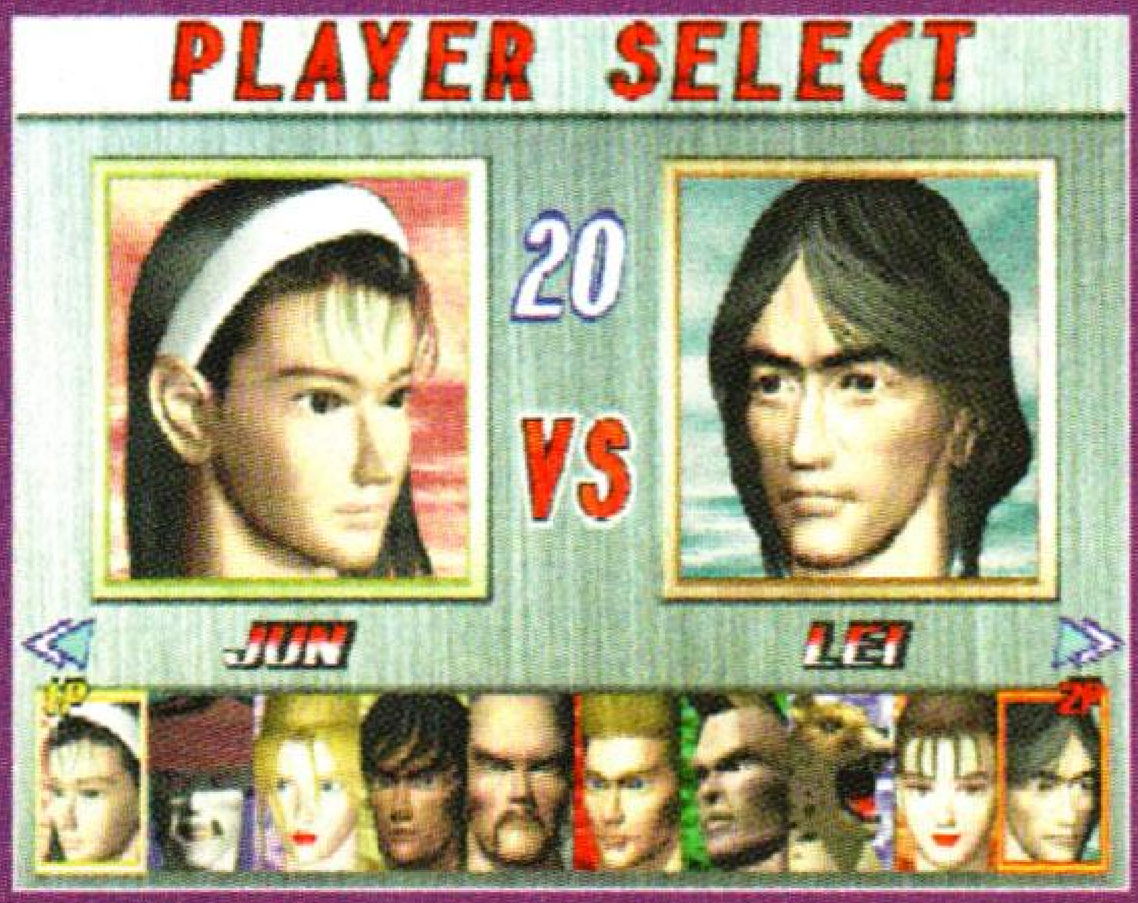


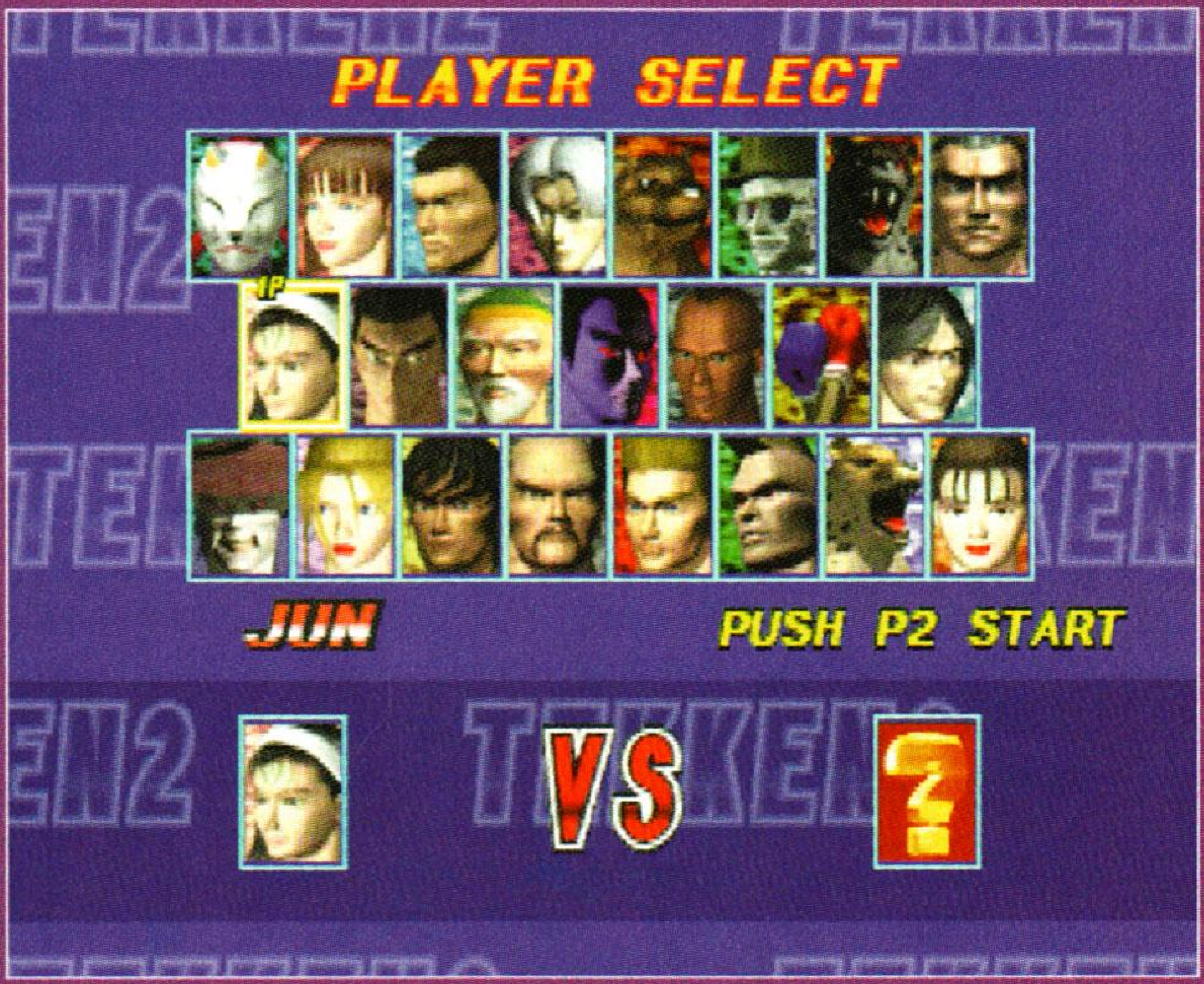


As you can see from the side screenshots, Tekken 2 features the finest introduction ever seen!

JUST LOOK AT ALL THOSE CHARACTERS!
TEKKEN 2 HAS AN **AMAZING** 25 TO CHOOSE FROM!

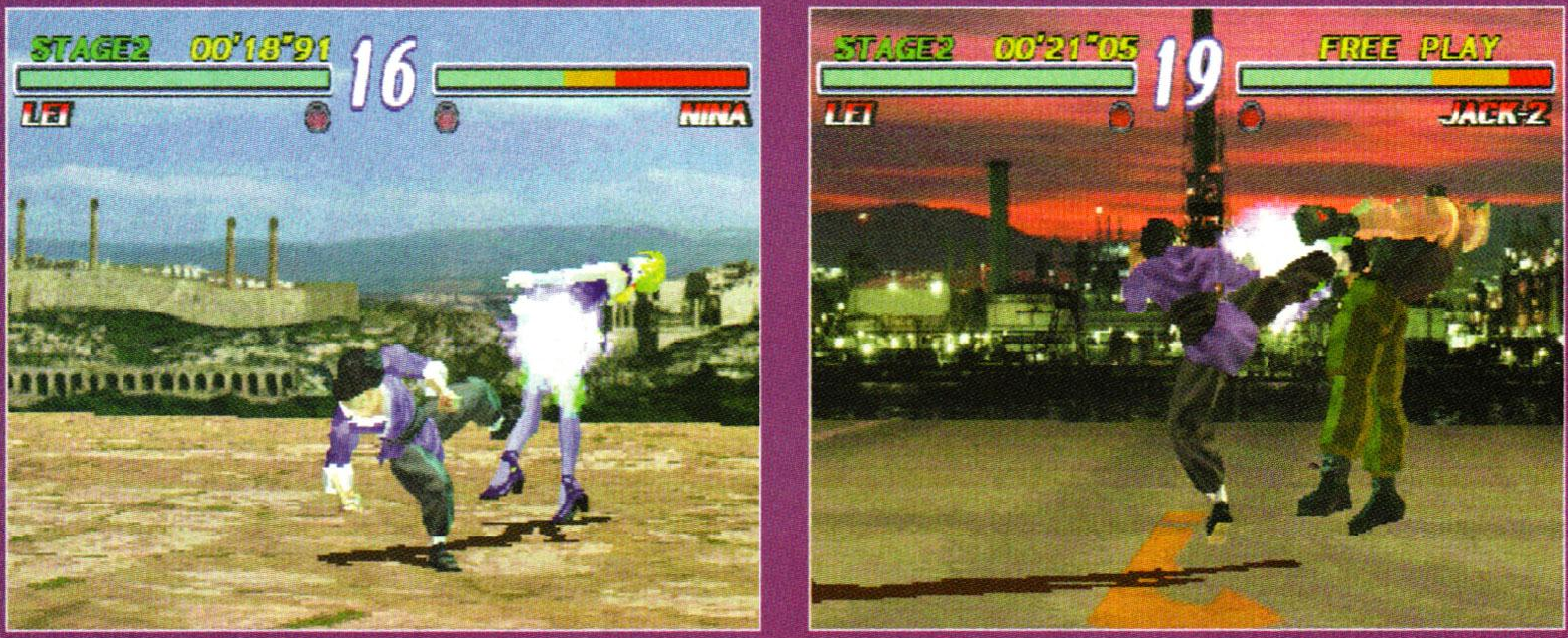
The two options screens in full! Remember to press and hold down L1 and R1 if you want to view the more comprehensive options screen (far right), where all the characters can be selected... eventually!





YOU ARE ABOUT TO EXPERIENCE THE SECOND **RAVE WAR**! HAVE YOU THE SKILL TO SURVIVE?
BATTLE PAST NUMEROUS ADVERSARIES TO GAIN AUDIENCE WITH THE NEW **IRON FIST** KING!

Introducing Chinese Detective Lei Wulong, the officer with the martial arts prowess to match his no-nonsense attitude to police work. He doesn't use sweet talking to get the job done - just fists and feet in a fighting frenzy!



The PlayStation introduction even features the seething Heihachi that attracted arcade players.

*A whole host of **PLAYSTATION FEATURES** make this game more **EXCITING** than the arcade original!!*

The phenomena that is Tekken 2 on the PlayStation doesn't end with an arcade perfect translation, as our wanderings through the options screens proved. Owners of the Sony wonder console can look forward to six different styles of play, rendered endings for all (and we mean all) the characters and more options than Wang has garden vegetables! All of these features are detailed below in our detailed account of exactly what you get for your money.

∞
YOSHIMITSU WINS!

STAGE5 01'17"03
11
LEI
KING

BATTLE YOUR WAY THROUGH THE SECOND RAVE WAR IN ARCADE MODE!

As the name suggests, Arcade mode pits you against eight of the strongest fighters in the world in a battle royale to decide just who is the new ruler of the Iron Fist! Choose from your initial cast of ten characters and try your luck against the computer. This is a direct version of the coin-op, complete with fruit or numbers to signify your wins, a fully changeable timer and round indicator, and a confrontation with demonic evil as your ultimate fight: Once you've beaten seven regular characters, your own personal sub-boss character steps in to escort you to their private fighting pit for a spot of brutality, and then you face the demonic monstrosity known as Kazuya Mishima!

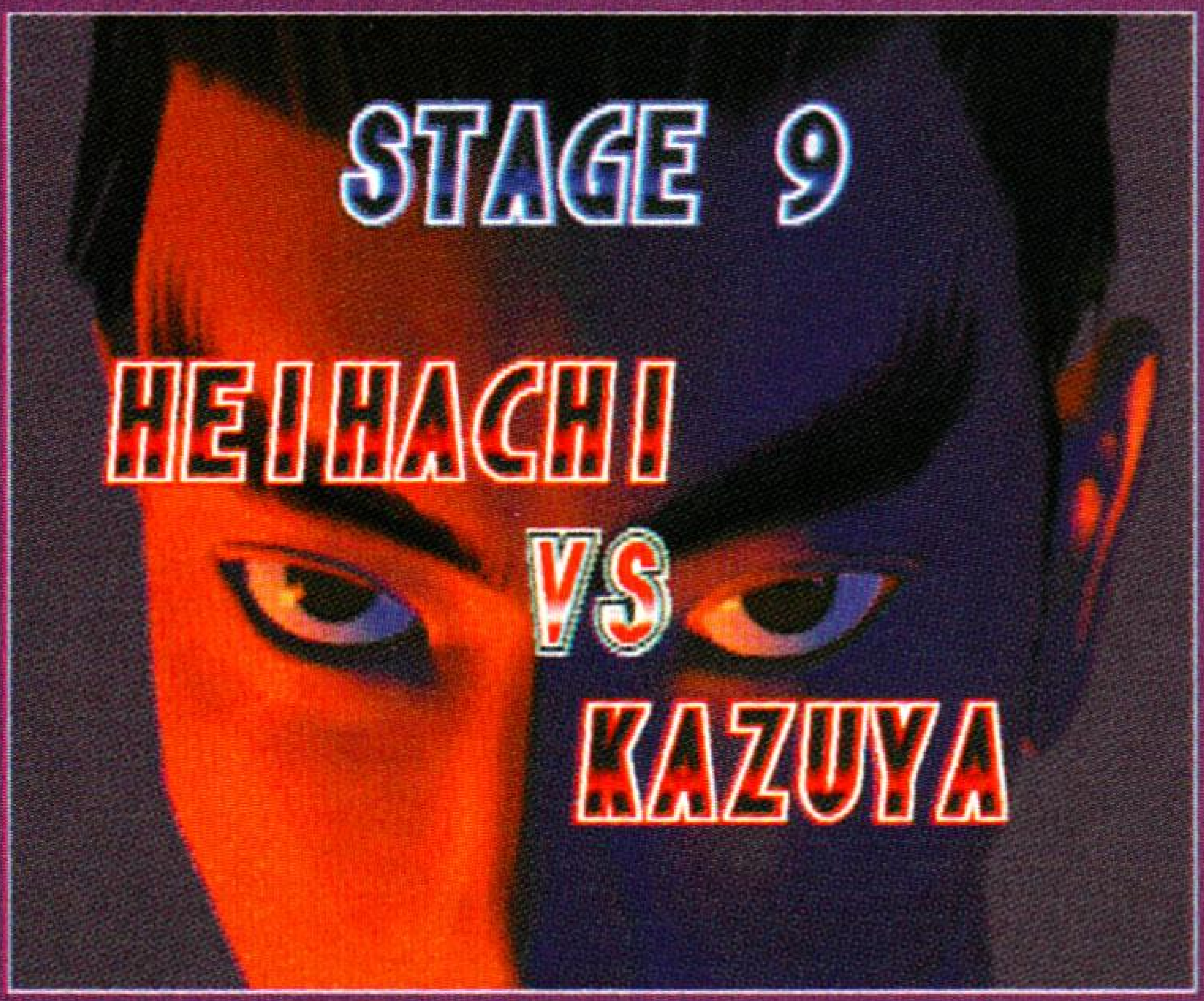
STAGE9 02'53"41
17
FREE PLAY
LEI
KAZUYA

CHALLENGE FRIEND AND FOE ALIKE IN VERSES MODE!

Next we have the more user-friendly verses mode, where two players may engage in up to four bouts of comprehensive fisticuff behaviour. Choose from all the available characters (providing you have a memory card handy) and challenge another human opponent for up to four round fights, and this is where you can really come to blows in a frenzy of fists and feet. The benefits over arcade mode are that the winner can change characters, and the energy bars of the two contestants can be varied so they have between 70 and 140%of their usual energy for particularly short or lengthy confrontations (and this is a good way for an expert to challenge a newcomer; he may simply give his initiate more character energy). And of course, we must not forget the fruit that accumulates after numerous wins!

STAGE7 02'12"20
12
PUSH P2 START
YOSHIMITSU
JACK-2

*THE NEW KING OF THE RAVE WAR IS REVEALED! **KAZUYA MISHIMA** HAS TAKEN OVER! **HEIHACHI MISHIMA** ISN'T STANDING FOR ANY OF THAT! "TASTE MY DESTRUCTIVE FIST, SONNY!"*



STAGE9 18'09"80
22
TIME ATTACK
HEIHACHI
KAZUYA

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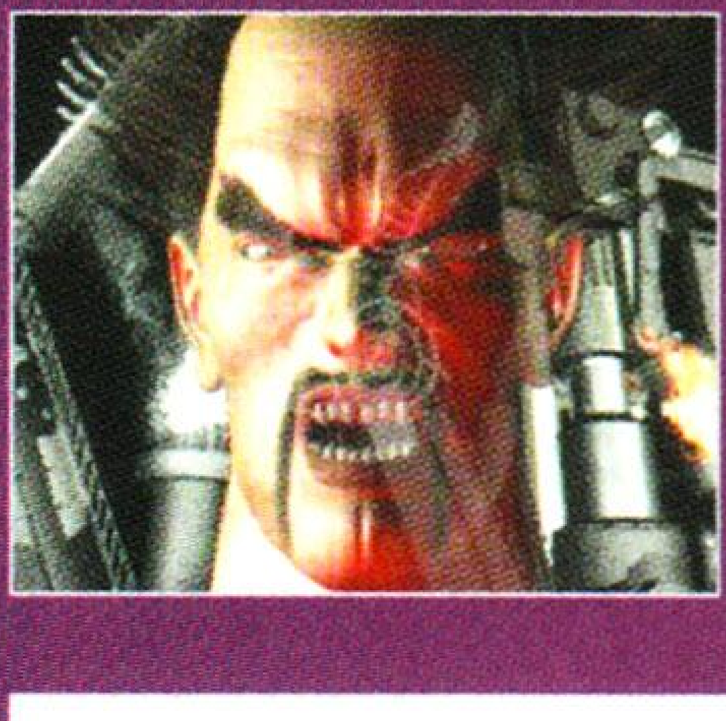

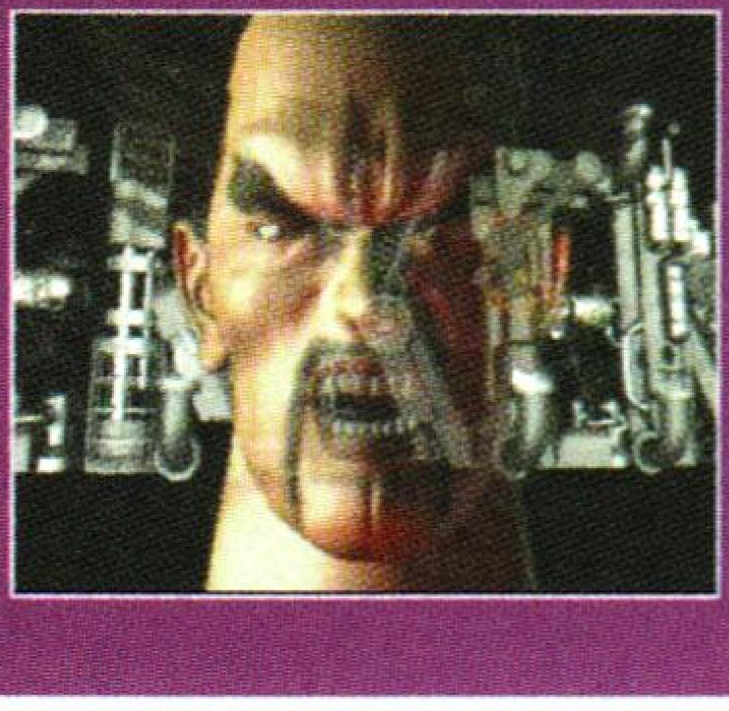

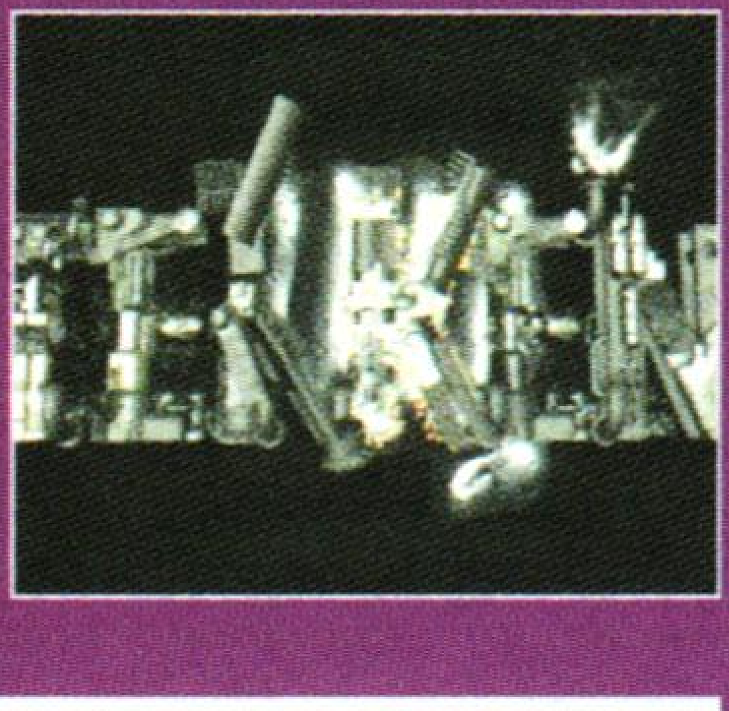

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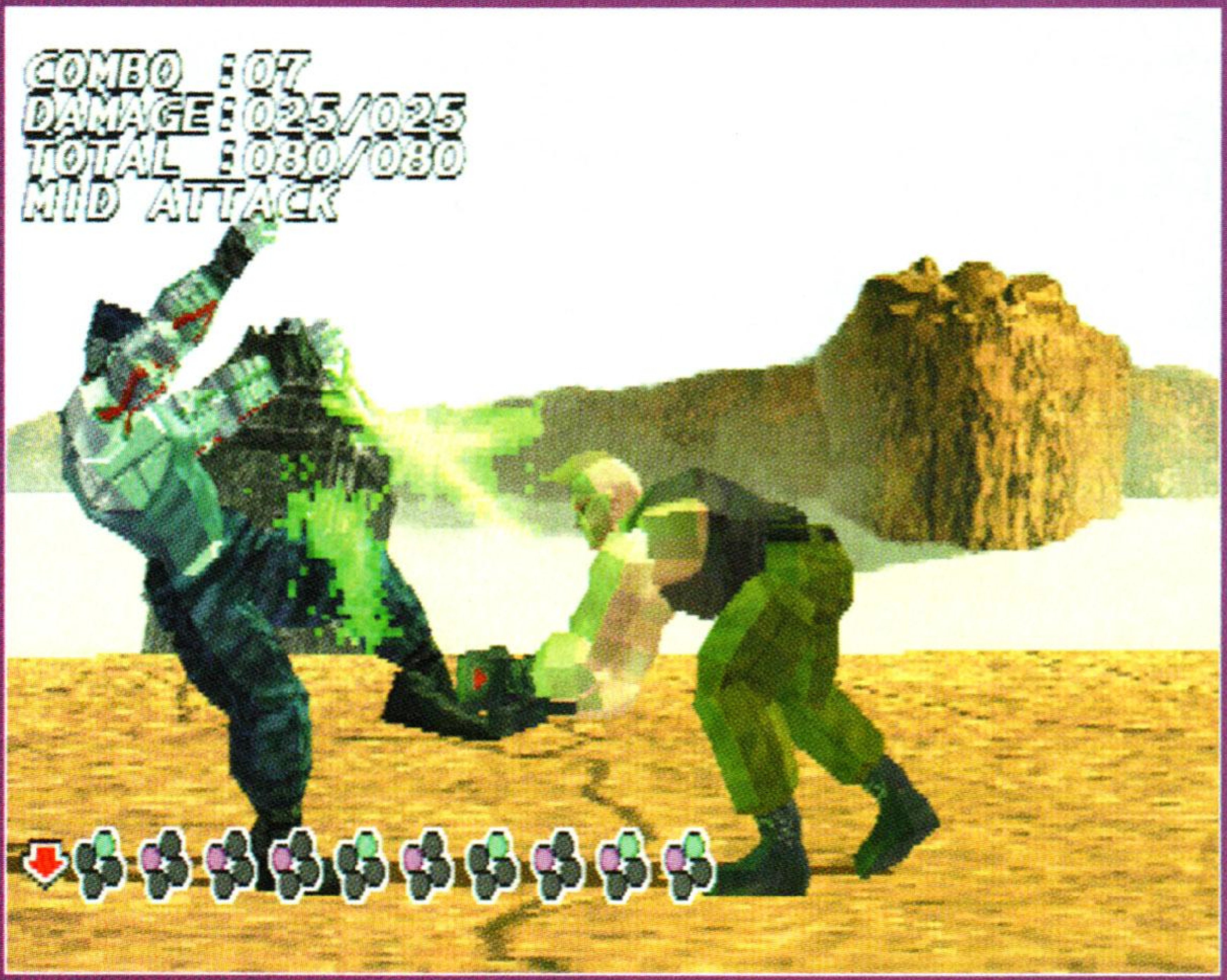
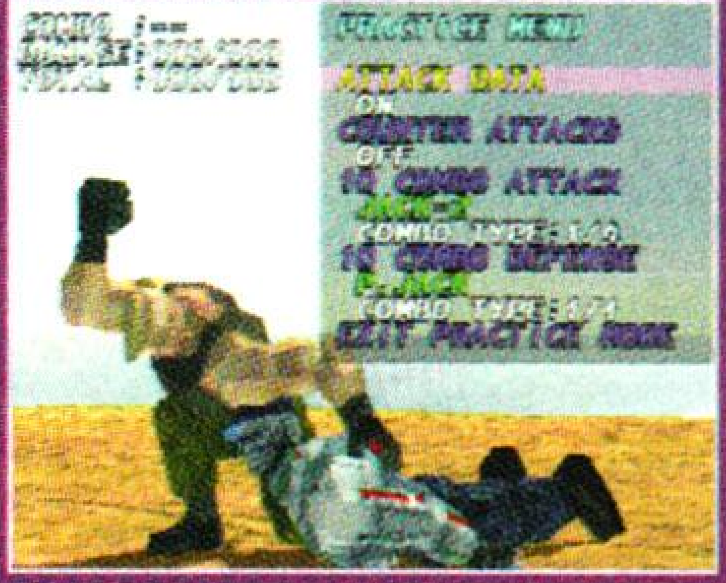


HONE YOUR FIGHTING SKILL IN PRACTICE MODE!

One of the most impressive PlayStation-only features has to be the fantastic practice mode, where a player may select a character (and any other opponent they wish including a clone of themselves) and engage in a limitless battle. The opponent is simply a dummy enemy with no counter-attacks, but has the benefit of being indestructible, so this is the perfect way to practice moves, holds, ten-hit combinations and any other skill your character may have. Once you've begun your technique, a running tally in the corner of the screen informs you of any combination attacks you have strung together, the damage of each hit and the entire attack, as well as how much impact each of your own hits had on the opponent (as floating combos usually result in more glancing blows that don't inflict maximum damage). Finally, the tally informs you where the attack struck home (either high, mid-level or low) and any special information (such as the attack being unblockable), and this is vital for those wishing to conjure up a winning attack pattern that hits at a variety of levels.

The help doesn't end there either; as you may elect to try any of your characters ten-hit combinations for yourself. By selecting the appropriate option, a button pad combination appears along the bottom of the screen, allowing you to see the exact buttons you need to press in order for a fluid linked attack. Then you may either watch the computer perform the attack, or try it yourself. As you attempt your moves, each of the button combinations light up when the correct move is performed (along with a spot effect sound), and so any character's ten-hit combination can be learned with relative ease. You may also switch the computer so that the enemy performs their character's ten-hitters, so you have the added bonus of being able to learn how to block any ten-hit combination with any character you choose. These really are excellent features, and a godsend for those who cannot get the timing of their moves correctly, and the main excitement comes from trying the ten-hitters without the information buttons to help you!



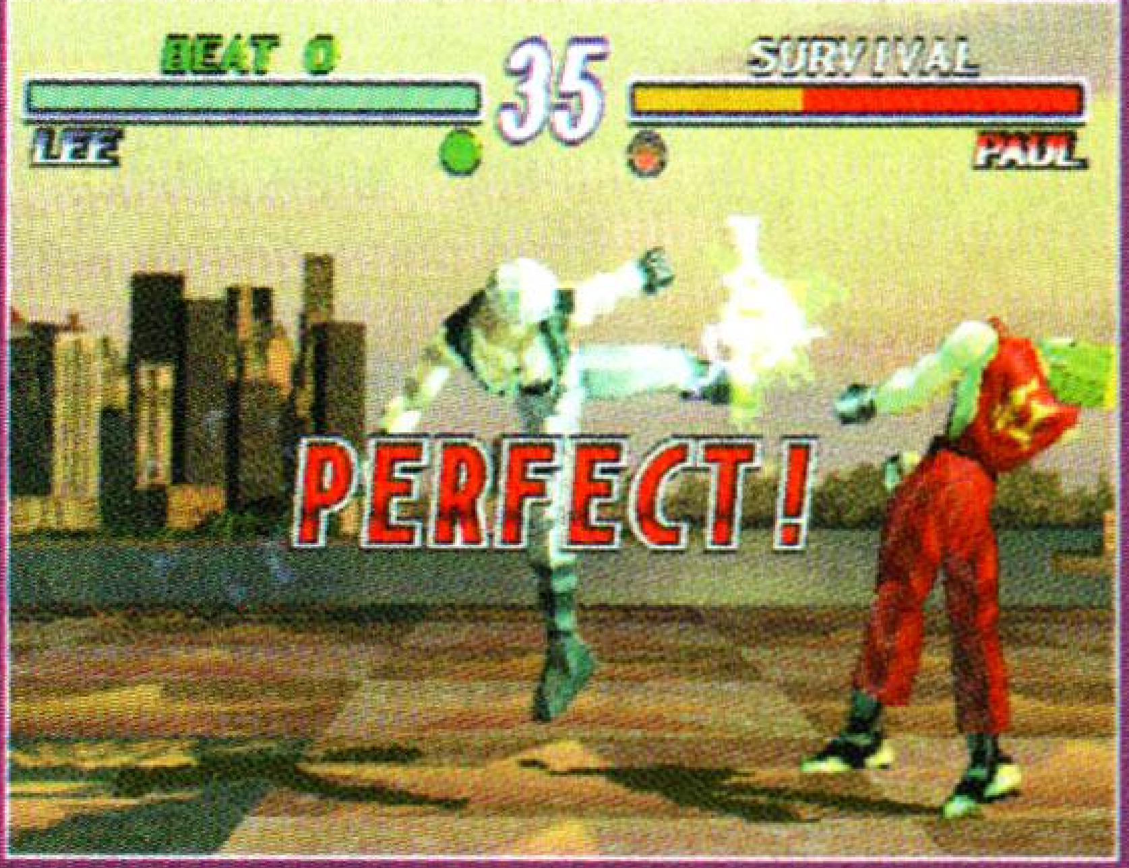
MICHELLE WINS!

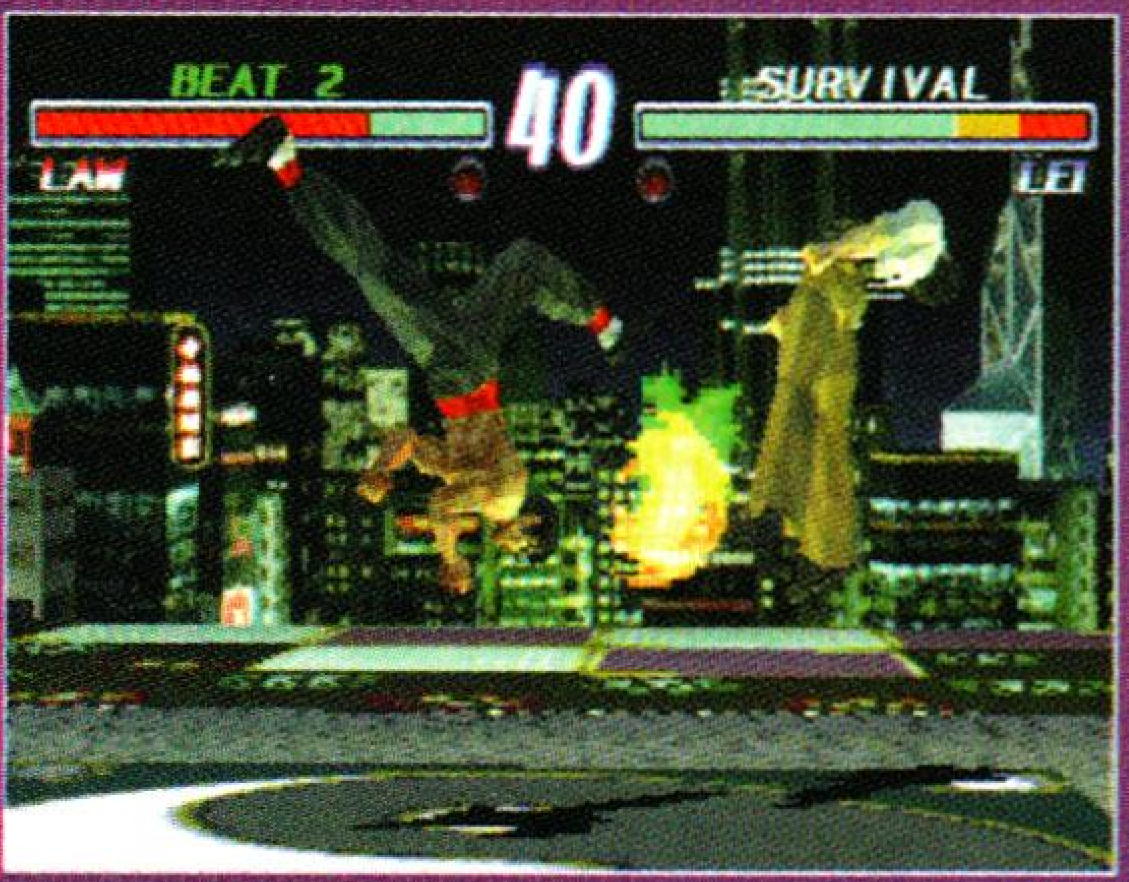
We've all watched with amusement at victory stances throughout the history of fighting games, and Tekken 2 is no exception. It includes some of the best poses ever seen in a beat 'em up, and these are even selectable by pressing one of your punch or kick buttons during the replay! Awesome!

LEARN NEW SKILLS AND POLISH UP YOUR TEN-HIT COMBINATIONS IN THE EXCELLENT ***PRACTICE MODE!***
THEN TRY YOUR HAND AT ***SURVIVAL*** *MODE WHERE YOUR OPPONENTS ARE THIRSTING FOR YOUR BLOOD!*

TEST YOUR MIGHT AGAINST MULTIPLE OPPONENTS IN SURVIVAL MODE!

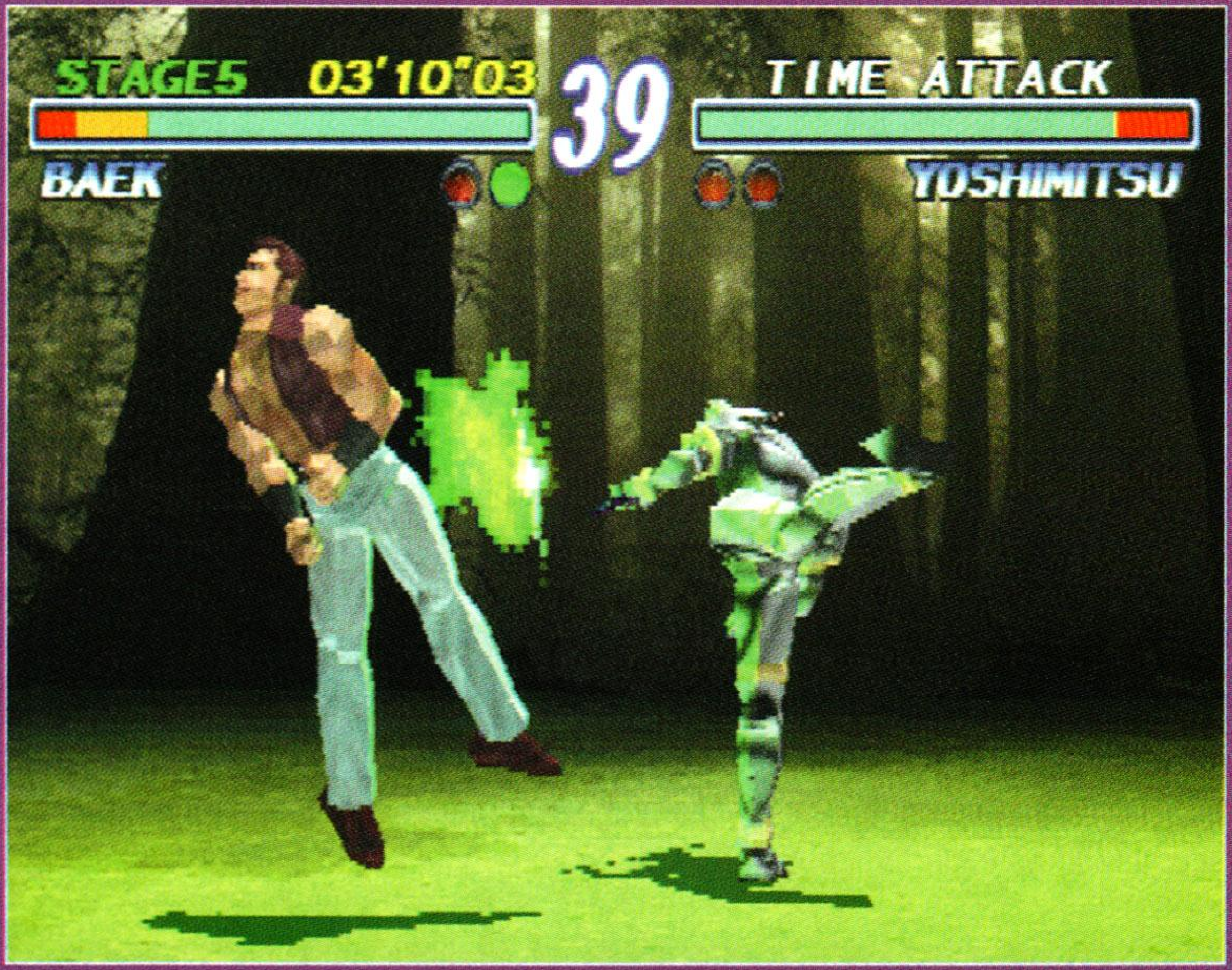
Another PlayStation exclusive feature is the Survival Mode, and this can really test a player's mettle as you face character after character in one round of combat. What differs this from other playing modes is the fact that your energy bar stays depleted after each fight; meaning some pretty fancy manoeuvres are in order for you to survive to the next opponent. When you win your fight, your character can gain a small amount of energy providing some expert skill has been shown, and then you move your bruised and adrenaline-pumped to the next arena for yet more carnage! After you're finally pummelled into the ground (as the artificial intelligence of the CPU foes has reached an all-time high), you receive the results of your fight, and of course, this can be saved to your memory card.

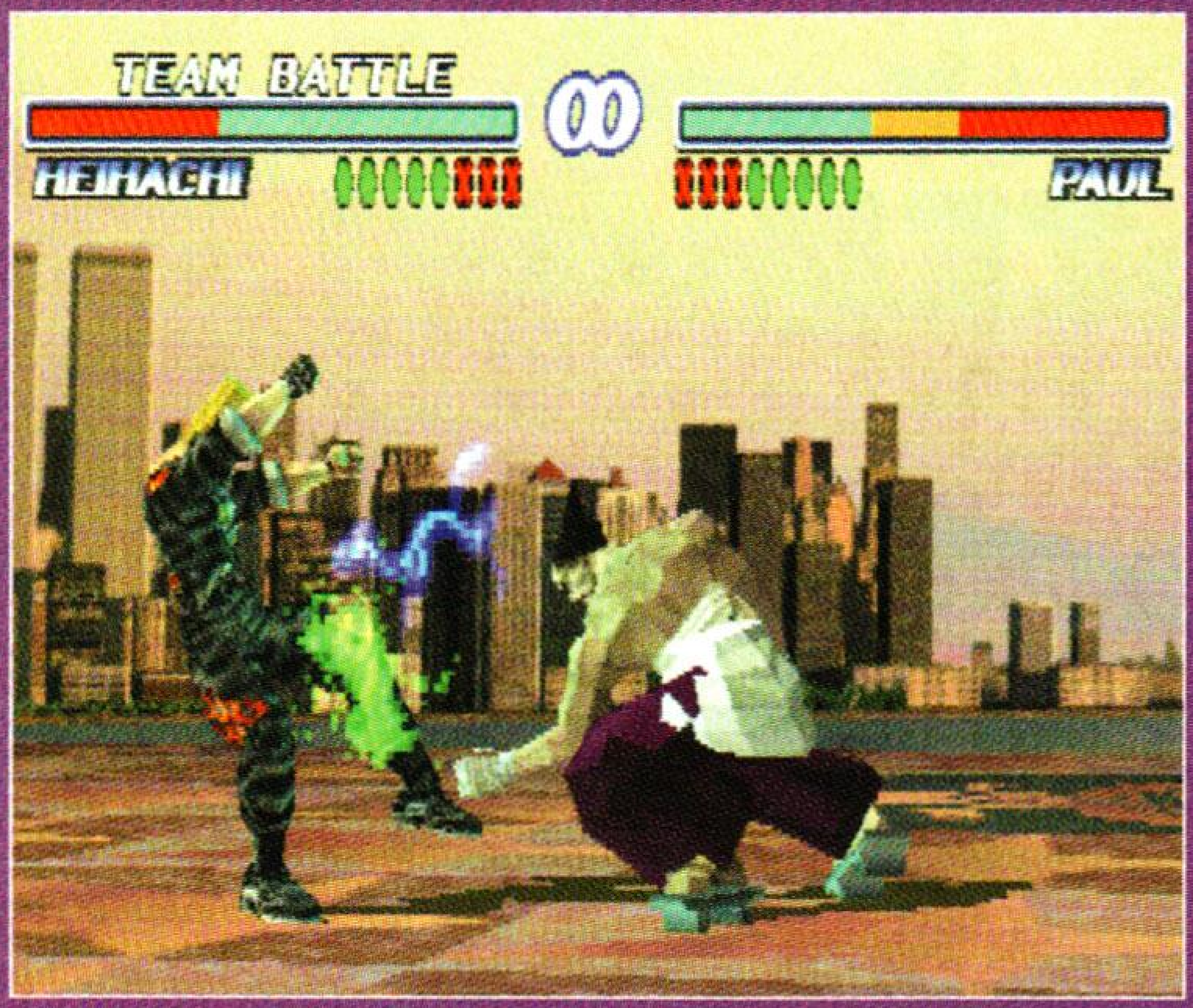




POWER THROUGH ALL OPPONENTS IN COMBAT AGAINST THE CLOCK!

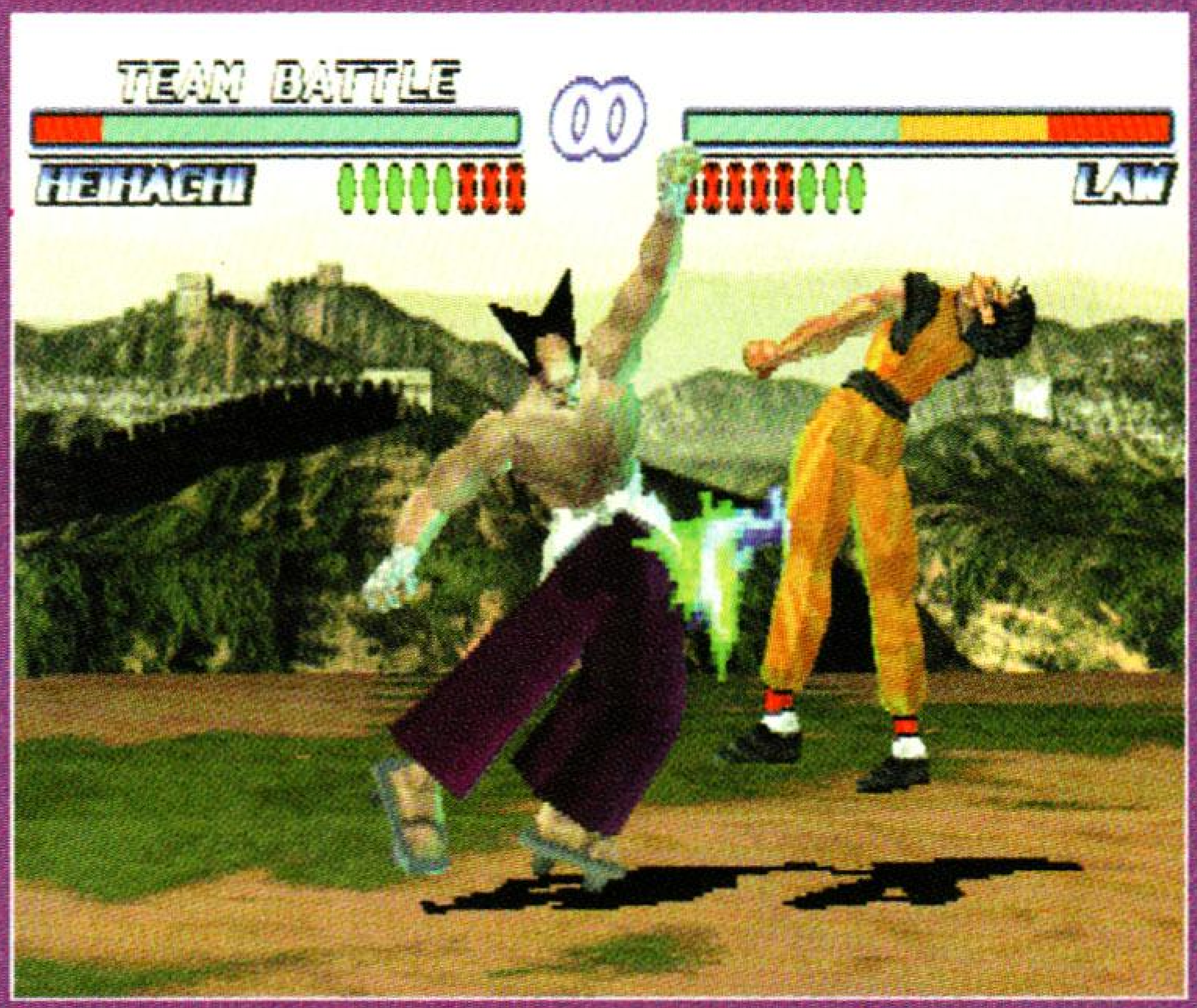
Time Attack mode is yet another mode where your fighting abilities are tested to the limits, as you now have to complete the game in the fastest time possible. The opponents' greater number of moves, and new fighters with devastating new attacks will ensure that your quest for a quick victory is thwarted at every turn! You may continue, but that defeats the object of Time Attack mode, but once you've finally beaten your last demonic opponent, you may emboss your initials in the high score table for all to view (which of course, can be saved to memory card).





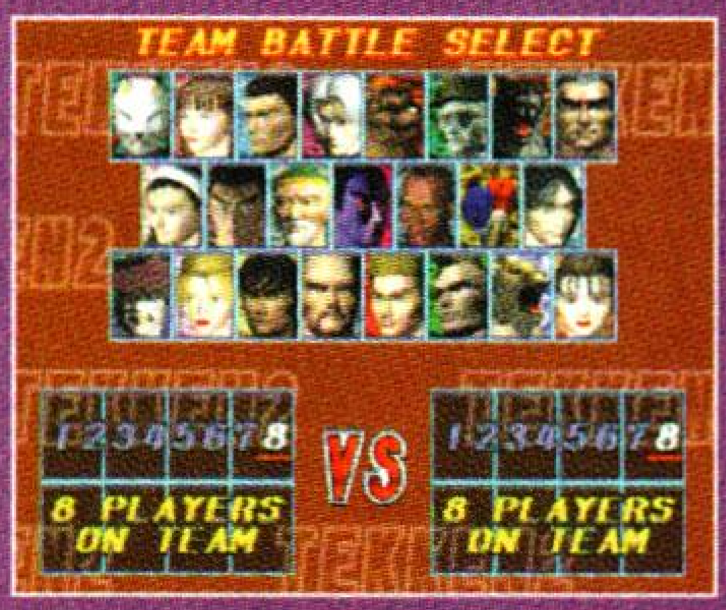
FRANTIC MULTIPLE CHARACTER ACTION WITH TEAM BATTLE!

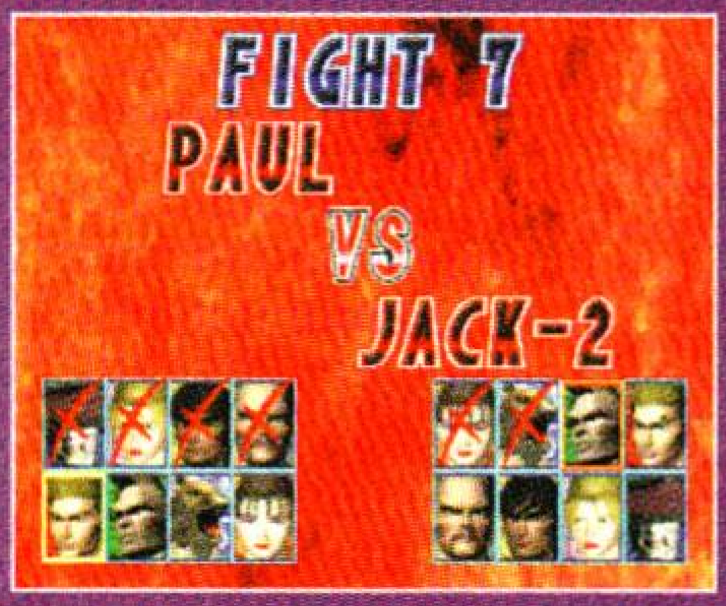
Arguably the finest feature is the Team Battle mode, where you can choose up to eight different fighters and pit them against another player's force or a number of deadly computer opponents. This is a phenomenal battle where the last one standing is the winner, and sets out to prove the player with the finest all-round Tekken 2 abilities ever seen! After your first fight, the wounded victor stays on to fresh the next fresh-faced opponent, and the fisticuffs continue until the entire force of one player's team lie bloodied and twitching! This really is next-generation fighting at its very finest; you haven't experienced anything until you've challenged your friend to a sixteen-player one-on-one bloodletting experience! Let the battle commence!

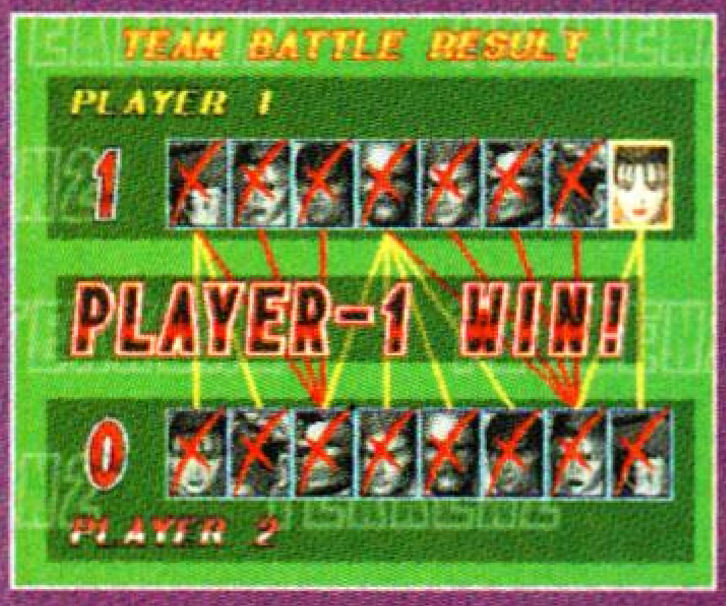


COMPREHENSIVE OPTIONS APLENTY!

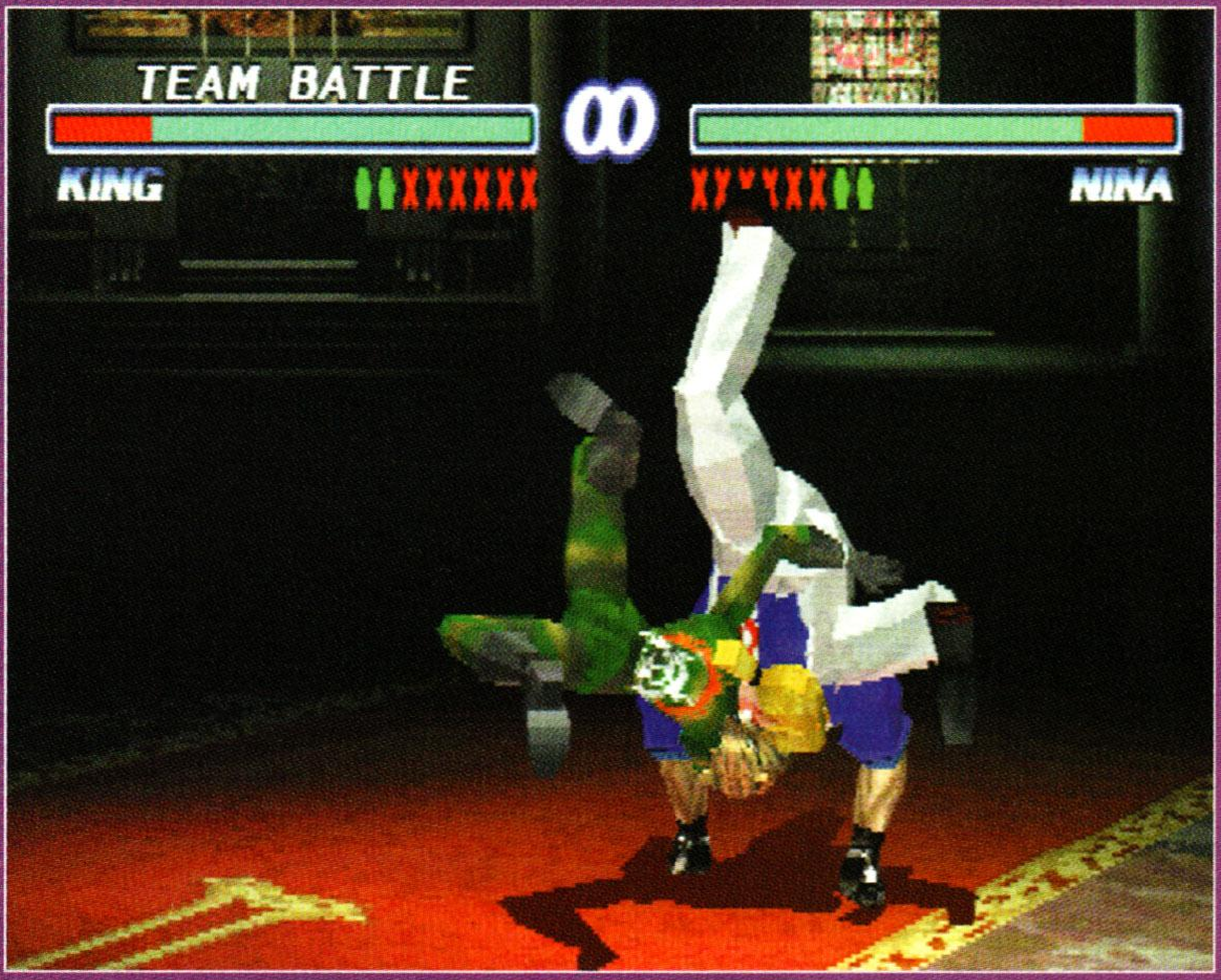
True to form, when Namco deliver, they make sure that players want for nothing, and the amazing options screen has more gameplay tweaking than you could possibly need! Change the round time from 20 seconds to infinity, the number of rounds from two to four, and many other features are included for your heightened gaming pleasure. As expected, the Namco musicians have included an arranged version of all the themes, such as Paul's New York hip-hop beats, Jun's ambient soundscapes and Yoshimitsu's forest murmurings! All of the other features that made it into the first Tekken are present here (such as changing player wins from numbers to fruit), but this time there's the added feature of an autosave, which places all new game information onto your memory card without the need to save it yourself, and means that you can start your Tekken 2 battles with the new characters you obtained immediately. Talking of which...

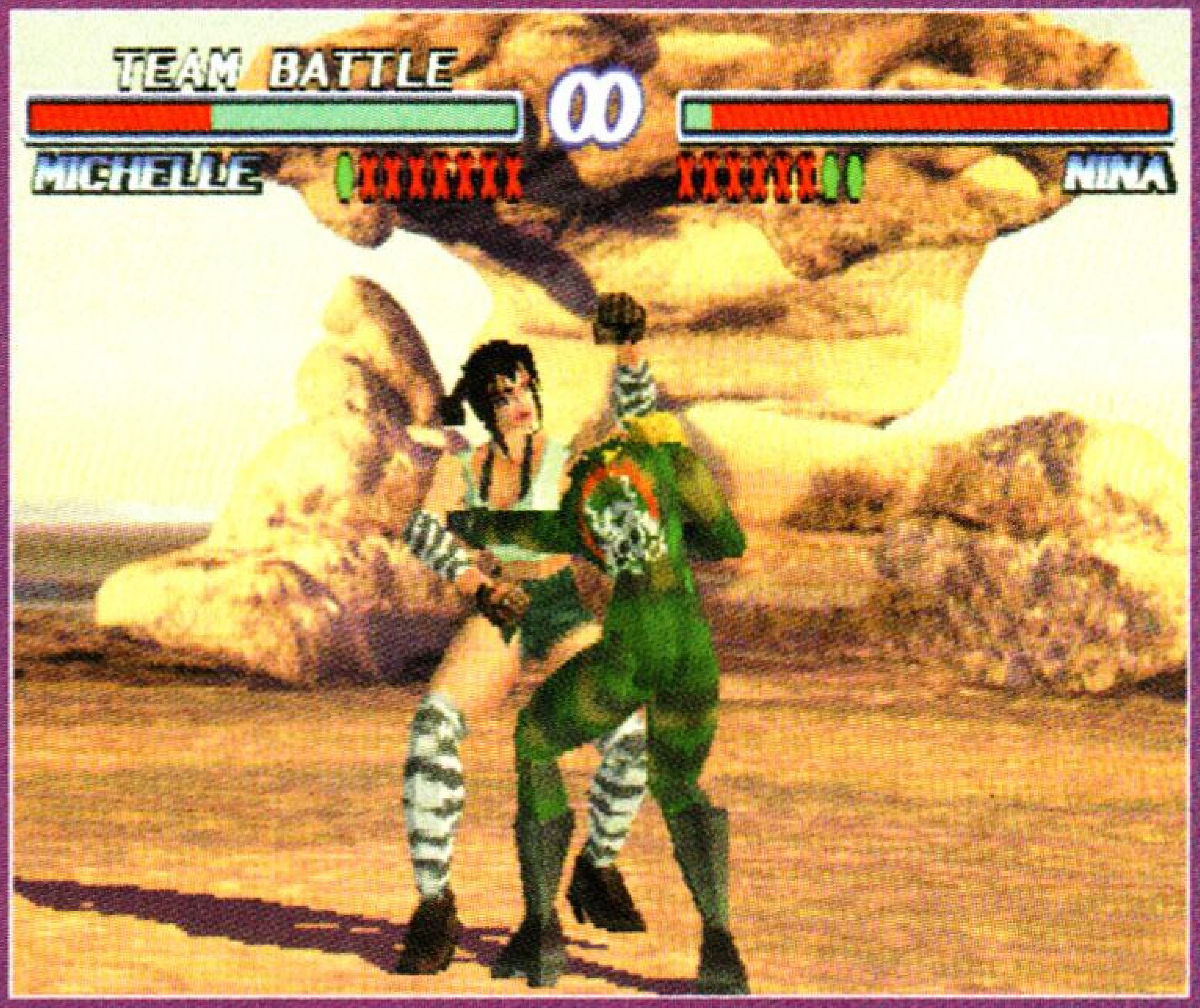






Team battle results show what has been suspected for a long time. Mr Harrod isn't very good at Tekken (above).



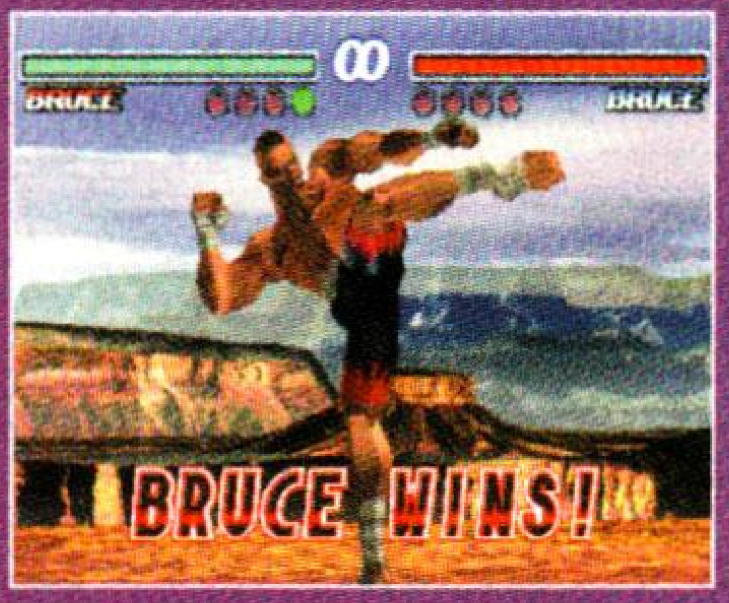


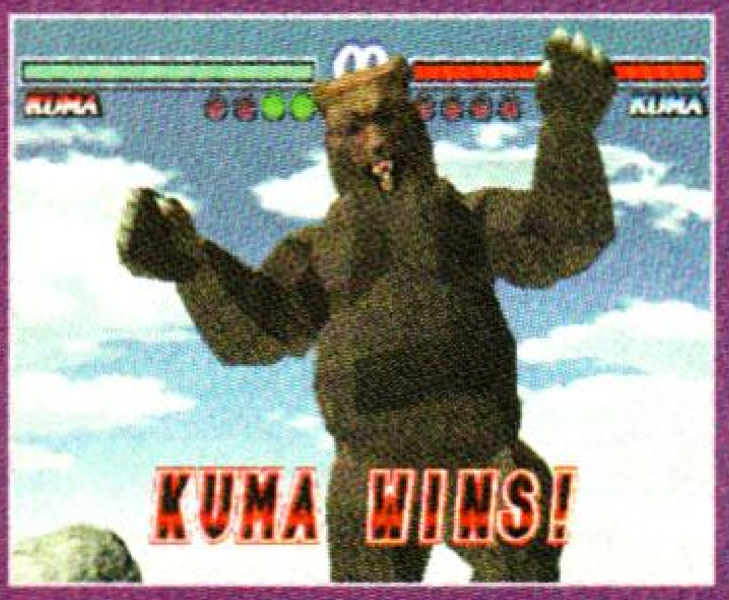
CHOOSE THE FINEST TEAM OF HARDCORE ***PUGALISTS*** *EVER SEEN AND CHALLENGE EVERYONE! THIS IS* ***TEAM BATTLE MODE****! YOU WON'T FIND MORE FRENZIED FIGHTING ANYWHERE ELSE!*

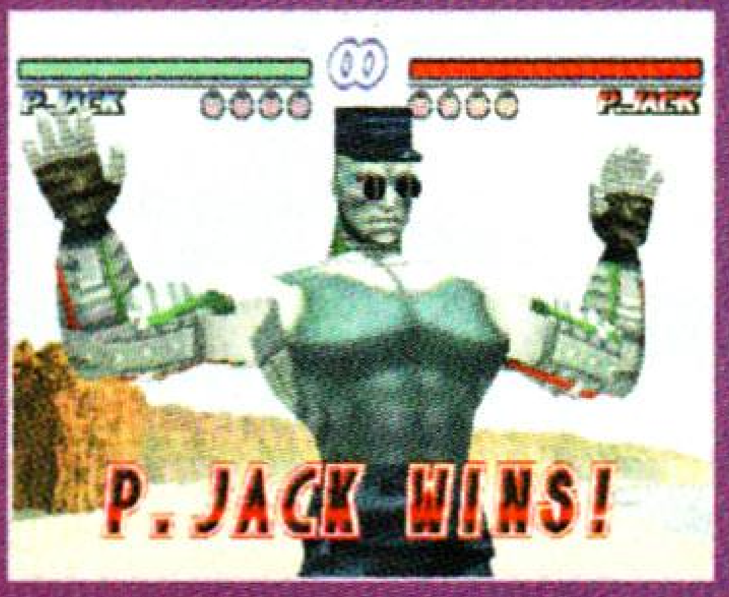
PLAYSTATION TEKKEN 2 FEATURES AN ASTOUNDING 25 DIFFERENT FIGHTERS!

Yes, you heard it here first! PlayStation Tekken 2 has a total of 25 different characters hidden away in the game, as you can see from the screenshots of the options screens.

Once you've become accomplished enough, extra opponents appear to be controlled, and these make your battles truly titanic as all the sub-bosses and one or two special characters leap into the fray, anxious to prove their worth in the second Iron Fist tournament. As you might have expected, we've tested every single move that all the characters possess and have come away stunned (in more ways than one). So much so, that **MAXIMUM** s proud to bring you the definitive guide to ALL MOVES for EVERY SINGLE CHARACTER in a feature the like of which has never been seen in a video games magazine. Over the remaining pages, all the main characters are detailed (including a complete moves list for every one), followed by similar gratuitous detail for all the sub-bosses as well. The main strengths and weaknesses of each character is explored, and the moves list also features detailed accounts of the exact damage that each manoeuvre inflicts on an opponent (who starts combat with around 140 points in his energy bar). This month we detail all the usual characters, but our plans don't end there, as our following issue will introduce the five special opponents (including a devil and two animals) as well as a comprehensive guide to floating combinations. But for now, feast your eyes on the largest Tekken 2 guide ever seen...







There are plenty of sub-bosses to choose from, and they all have excellent poses as well (above).

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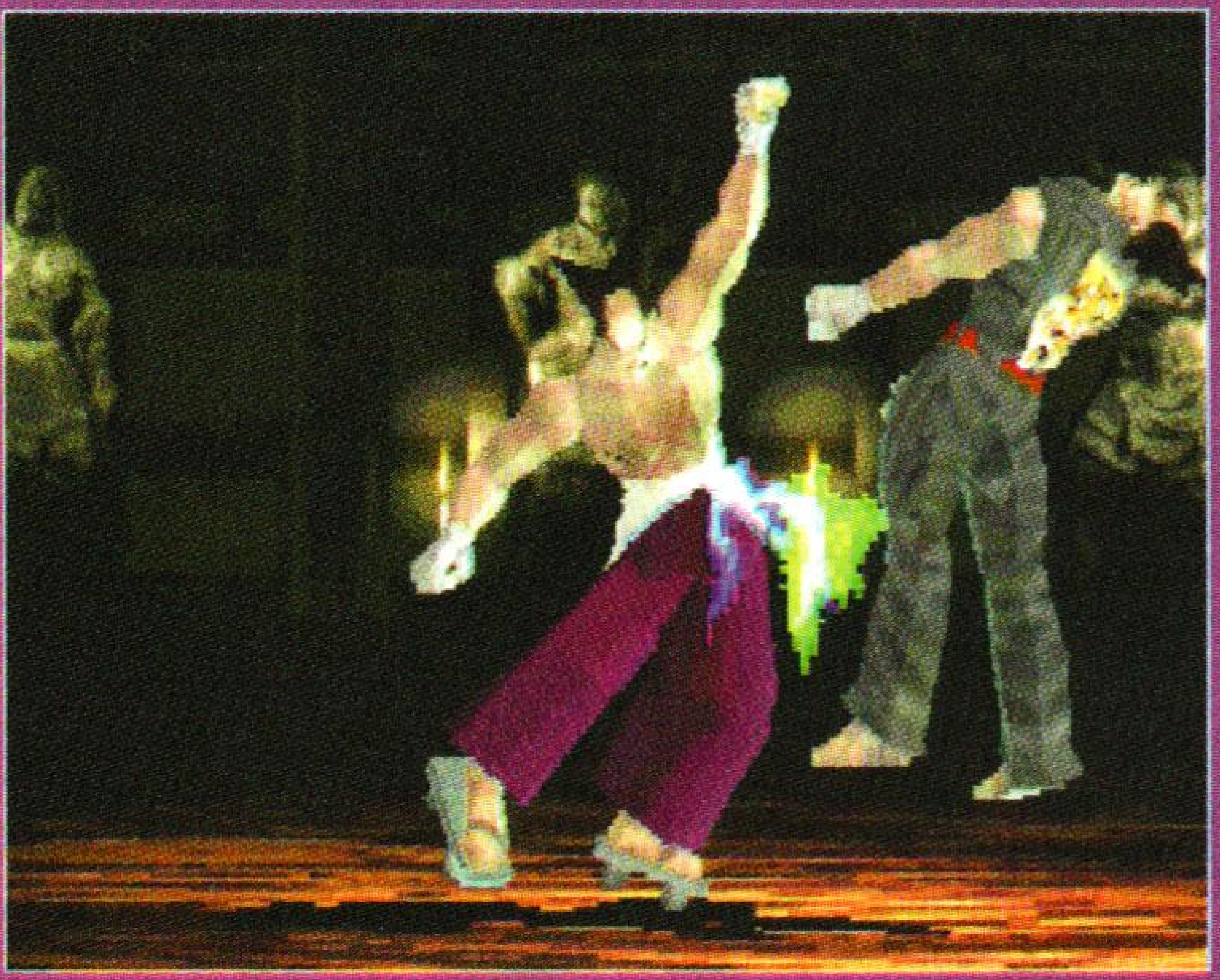
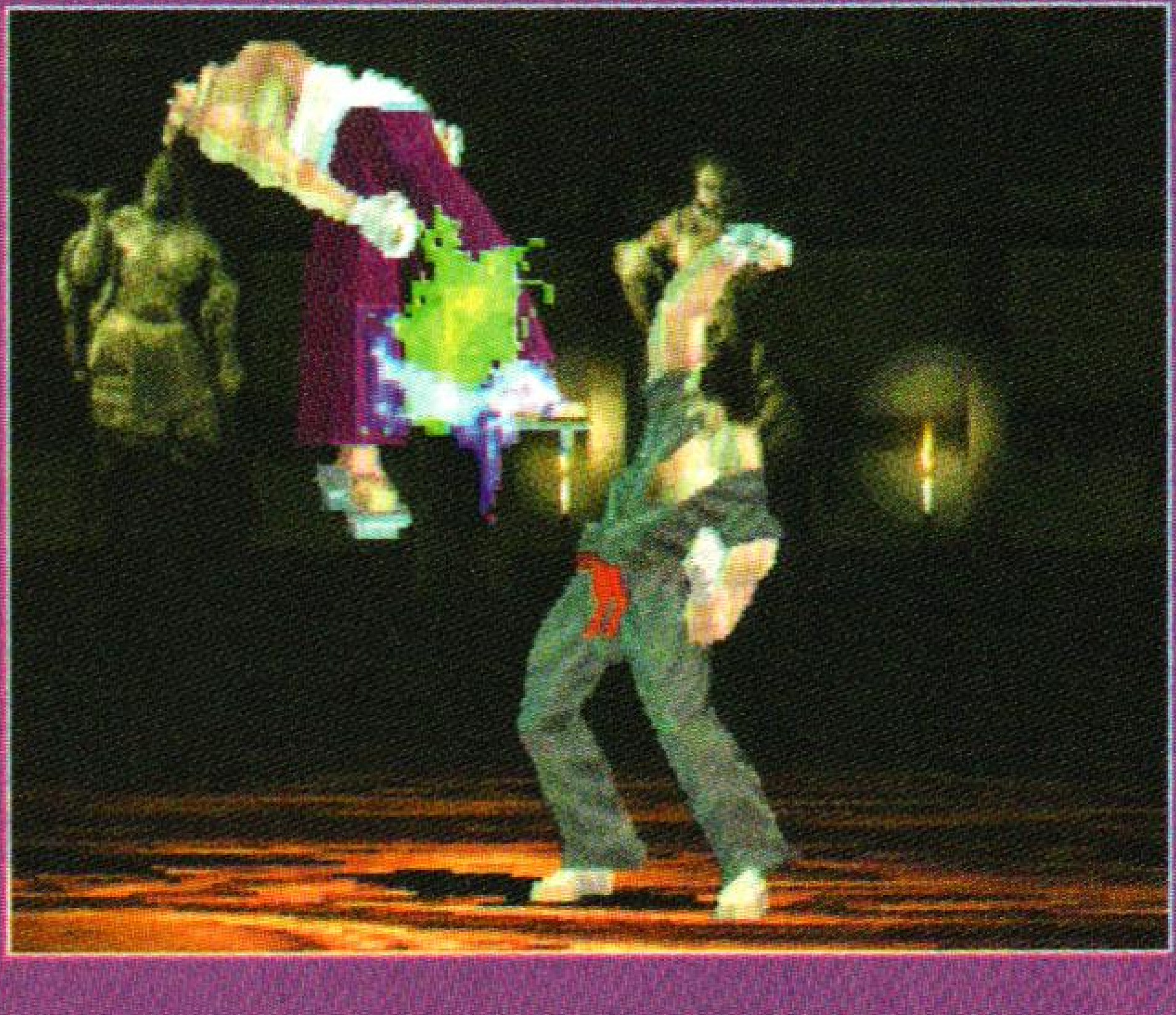
TEKKEN 2

HEIHACHI MISHIMA

TRUE KING OF THE IRON FIST

"MY HATED SON SHALL PAY FOR BURNING MY PRICELESS CLOG COLLECTION! I RETURN TO CLAIM WHAT IS RIGHTFULLY MINE! NO ONE THROWS ME OFF A CLIFF AND LIVES!"





The master of the first Rave War has made many changes to his fighting repertoire since his throne was usurped by his offspring, and these additions leave Heihachi with many more manoeuvres and a developing style all of his own. Mr Mishima senior is the ideal character to begin your Tekken 2 training with, as his moves are relatively straightforward, but take a while to gel together into a master's fighting combination. Despite a number of extra punching combinations and uppercuts, Heihachi's main strengths lie in his supreme ability to float an opponent, and this can lead to some fantastic linked techniques where Heihachi juggles an enemy in the air for up to seven hits!

Starting with a simple grapple, it is worth remembering that his Herculean Throw damages the enemy to a greater degree than his Naked Strangle (and also takes less time to perform), so those with a inclination for throwing should employ this back-breaking move rather than the neck crack. Another damaging attack is the Thunder God Fist, where Heihachi dashes forward and plants a devastating uppercut that hits high. This takes more skill to execute than the Rising Uppercut, but has the advantage of causing greater damage and floating an opponent higher into the air. Watch Heihachi's run up, as he can be countered at this point, but persevere with this technique as you have numerous floating combos to unleash once the Thunder God Fist connects. The next choice for the Heihachi player has to be the Demon Uppercut, as it inflicts more damage than the Thunder God Fist and can be followed with the same floating combinations. The only drawback is the run-up where Heihachi gathers his strength before the strike, so remember that opponents may strike at high level prior to the hit. The Demon Uppercut is a simple but devastating alternative to the God Fist.

Staying with floating techniques, another great way to cause some serious hurting is employing the Twin Pistons; where Heihachi dishes out a fast rising punch followed by an uppercut. The main advantages are the speed and ease of the technique, and this can catch a foe off-guard allowing you to rout him or her from the fighting arena for good. Use this to either start a floating combo or during a routing move that began with a right upper (for example) and all challengers will quickly learn to respect this pointy-haired clog-collector!

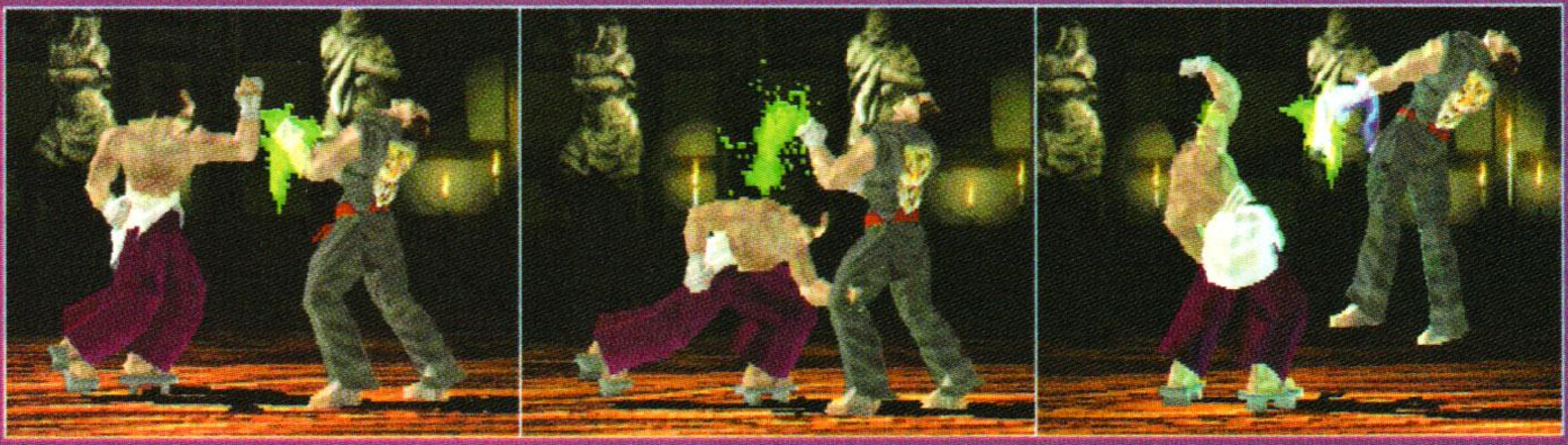
Moving to a rather tasteful foot combination, Heihachi seems to favour a low-hitting rotating kick known as the Spinning Demon. This has the added bonus of hitting the target up to three times, and is useful for simply flooring an enemy (after which you could try the Devil's Shoe), and thus ideal for Tekken 2 beginners to master. Once you've tripped an enemy a number of times, you have the option to finish with a Sweep Heel Cut (just before the third hit connects); a rather fine four-hit combo for the more advanced Tekken 2 player. You could always finish the now bleeding and wounded foe with the Earth Cleaving Leg; a fine low sliding sweep designed to inflict that portion of extra damage to a grounded enemy lying outside your normal sweep range.

HEIHACHI PERSONAL DATA

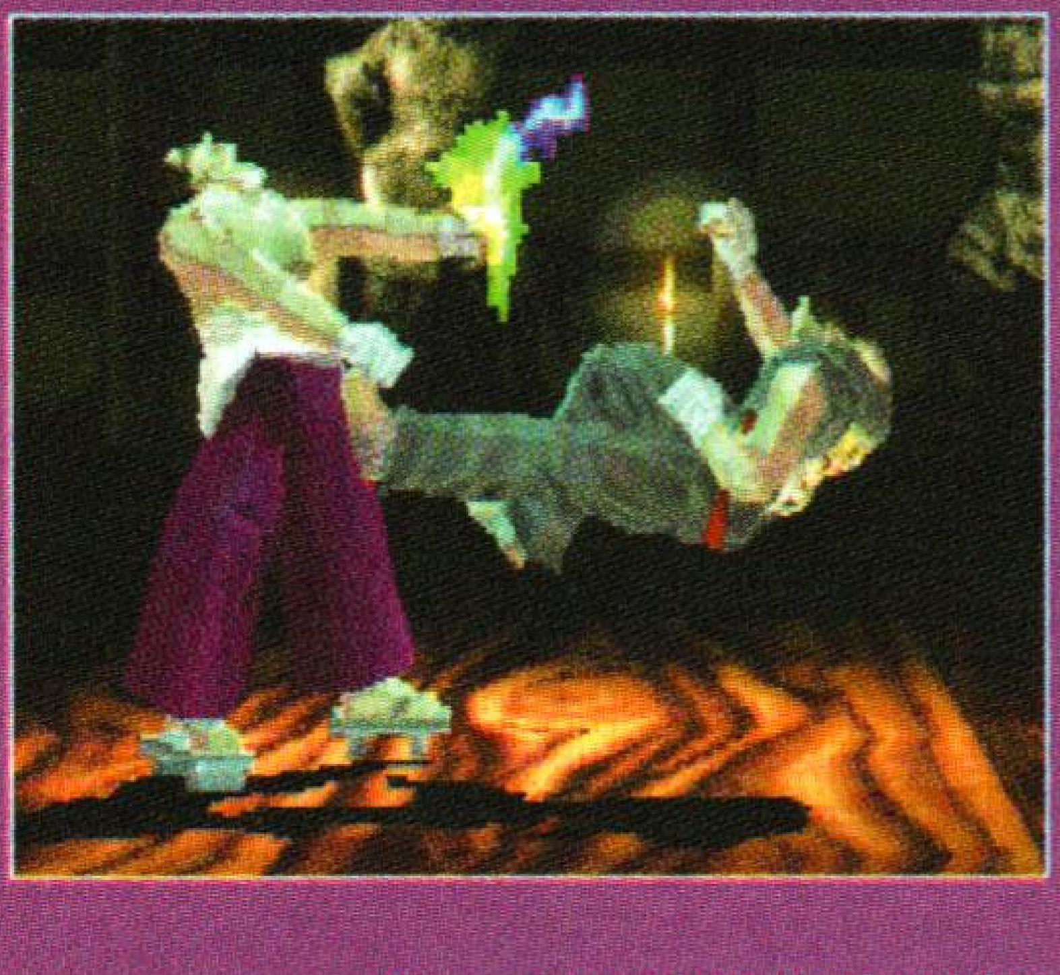
NATIONALITY *JAPANESE*
FIGHTING STYLE *MISHIMA SCHOOL KARATE*
AGE *54*
HEIGHT *180 CM*
WEIGHT *82 KG*
BLOOD TYPE *B*
OCCUPATION *TRAINING AND SPARRING*
PASTIME *COLLECTING JAPANESE WOODEN CLOGS (KNOWN AS 'GETA')*
ENJOYS *WISHING FOR WORLD PEACE*
SUB-BOSS *LEE CHAO LAN*
STAGE SETTING *SACRED MOUNTAIN DOJO BY CANDLE-LIGHT*

The lord of the first Rave War fell from his seemingly untouchable throne when his estranged son defeated him to claim the title and the whole of the Mishima empire. Engaged but powerless, Heihachi retreated into the mountains to begin an intensive retraining programme with a large brown bear known as Kuma. During this reflective period, Heihachi became utterly involved in honing his comprehensive martial arts and harnessing the power of thunderstorms. The pure air and strange mists of the mountain hideaway affected Heihachi's thought patterns profoundly, and upon hearing of the second Iron Fist tournament he uses ancient weaving techniques and static electricity to sculpt his hair into points, and clambers down from the hills to prepare to engage both new and old faces in a quest for his lost fortune. When he wins, he aims to create a wondrous new empire based on peaceful coexistence. This is after he has killed his own son in a ruthless and bloodthirsty manner, of course.

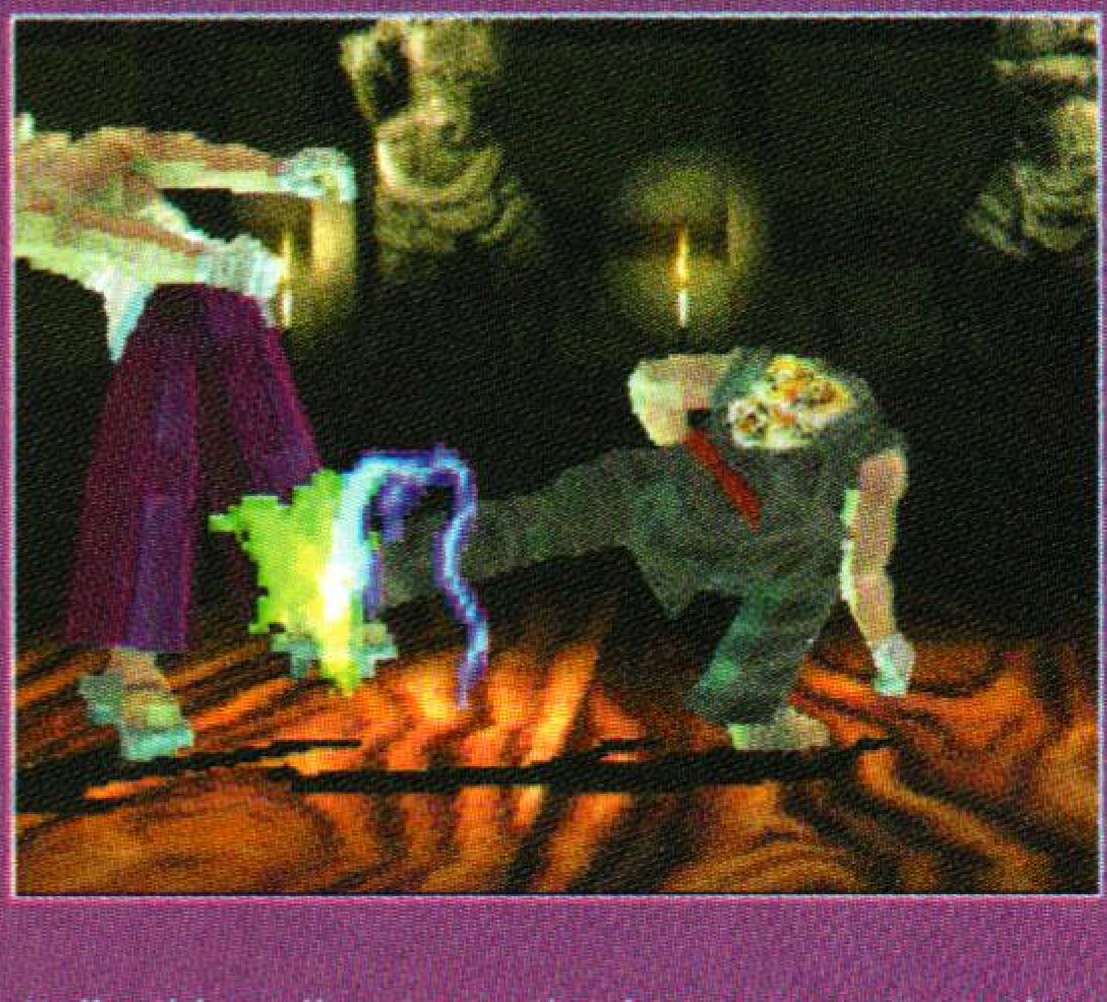
THE DESTRUCTIVE FORCE OF THE **TWIN PISTONS** IS SECOND TO NONE! PERFECT FOR MID-AIR COMBOS!



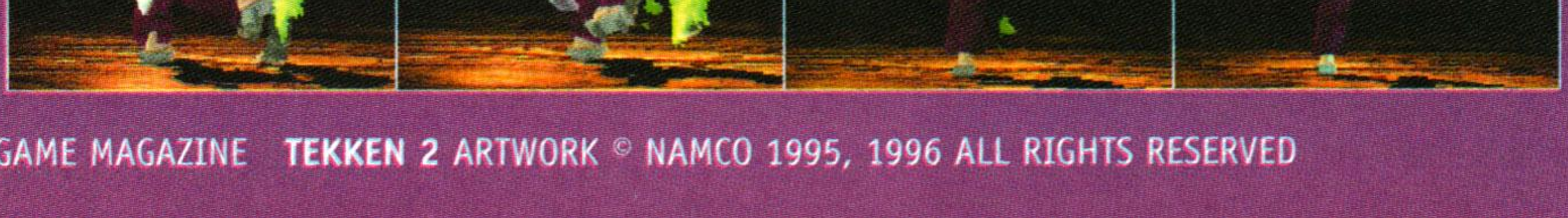
Heihachi unleashes the power of the thunder clap and executes his alter-ego in a dash of fists. Note that two Twin Pistons can be used consecutively for fantastic floating action!



Heihachi can use one of three jumping kick attacks once a foe becomes out of reach of your fists in a floating combo. The easiest and most damaging is the Spider Sword Leg (left).



THE **SPINNING DEMON** WILL SEND THEM FLYING!
PILE ON THE PUNISHMENT WITH THE **SWEEP HEEL CUT**! AWESOME!



Heihachi really means business as yet another floating combination demonstrates (left). This can only be attempted after two Spinning Demons; three knocks your foe out of reach.

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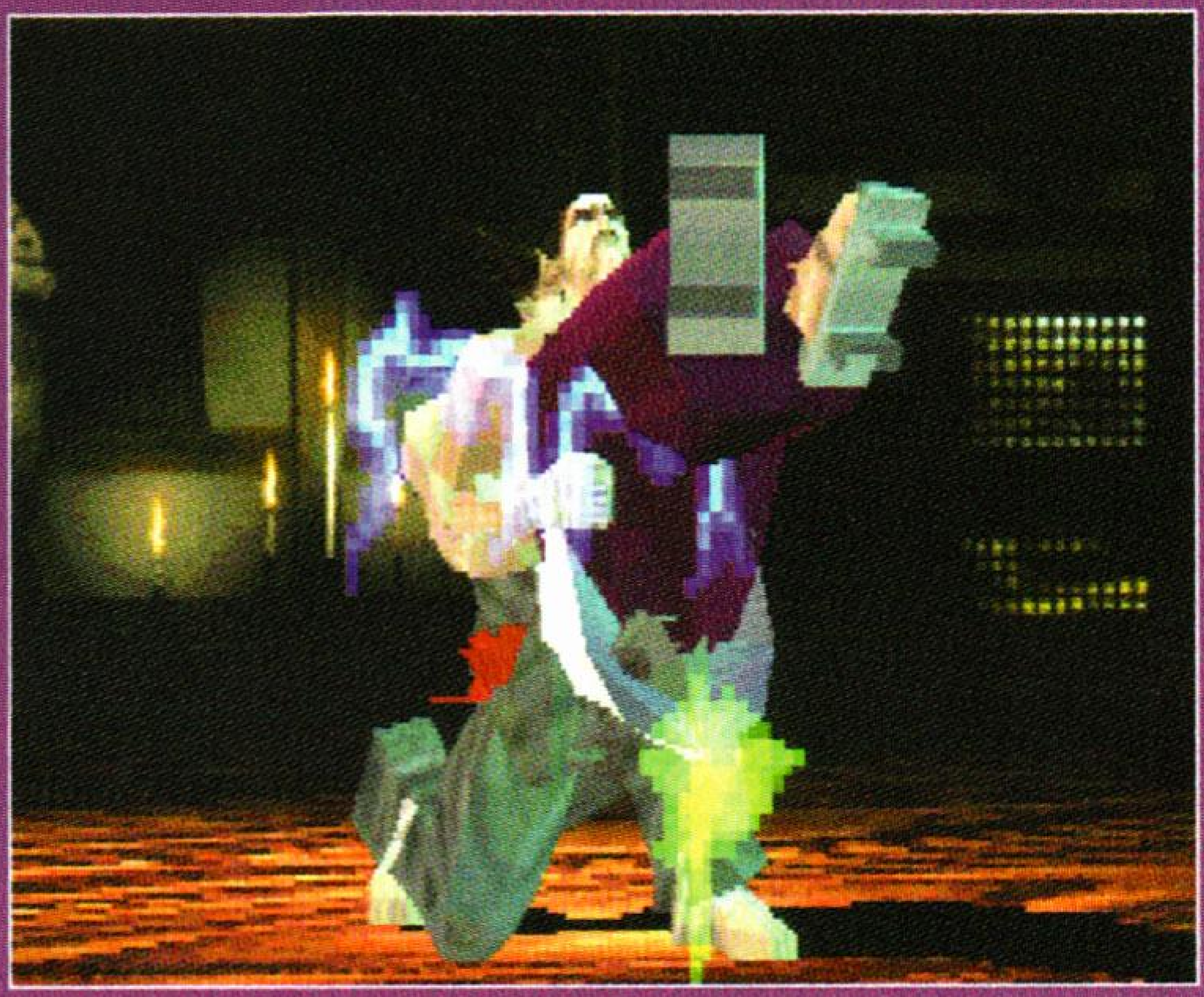
鉄拳 TEKKEN 2

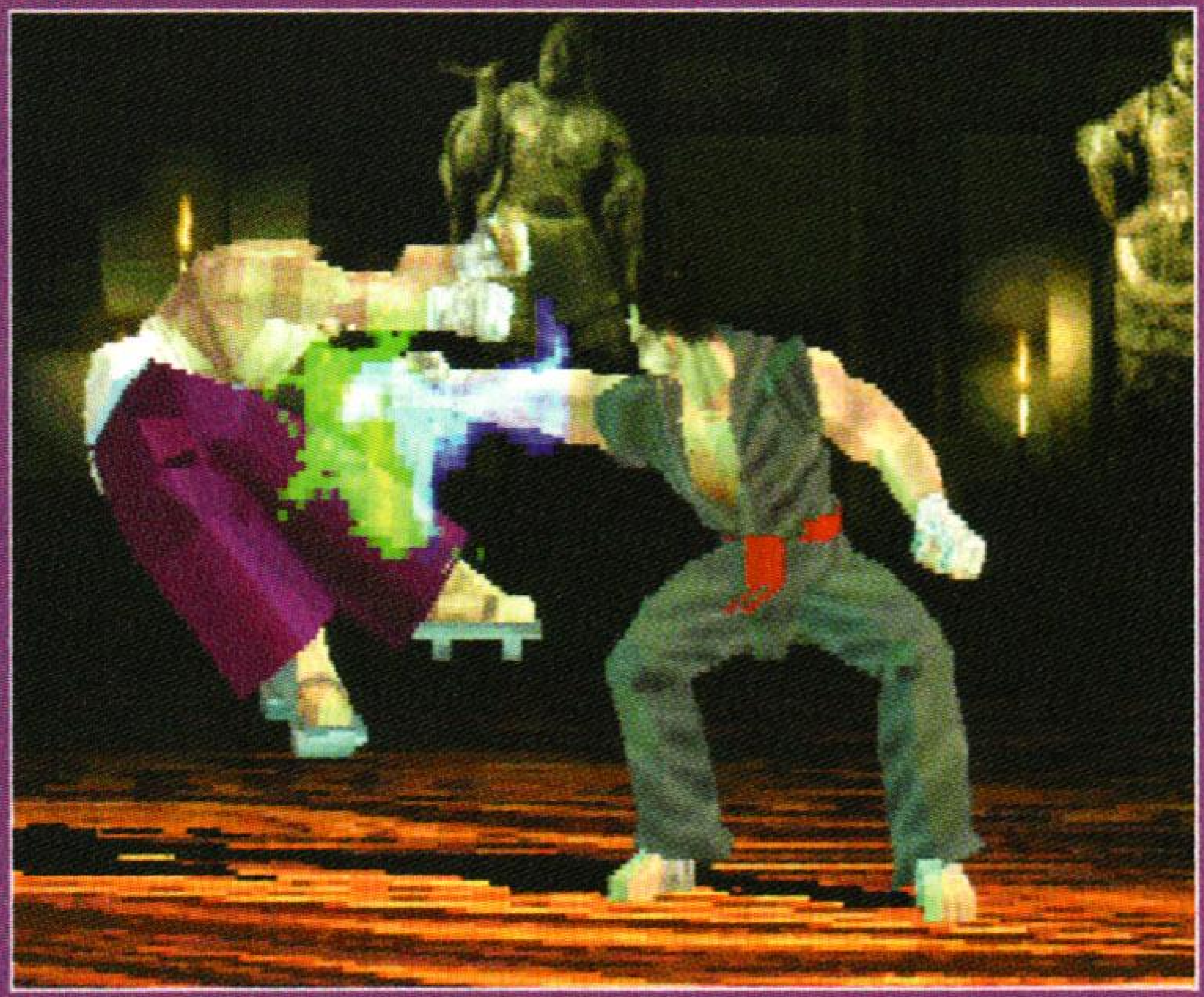
Staying with kicks, Heihachi has learnt another excellent two-hit attack known as the Hell Axle. Kuma the bear proved to be very prone to this double kicking jumping roundhouse nightmare; and many other opponents need to guard themselves from the devastation of this attack. This has the added bonus of flooring a foe providing all the hits connect, and this leaves your enemy wide open for a final stomp (usually the groin nightmare known as the Devil's Shoe) or pounce.

Meanwhile, when engaged in bouts of fisticuff action during his intensive retraining sessions, Heihachi obviously paid considerable attention to a certain all-American Judo star's repertoire, as he enters Tekken 2 with the Tile-Breaker Destructive Fist double attack. This is another way to inflict massive internal haemorrhaging and very quick and easy to execute, but isn't a combination attack as the foe may block either of the techniques. Both blows connect at mid-level, and the Tile Breaker part of the move has the added bonus of hitting crouching enemies, whilst the Destructive Fist has a much higher chance of hitting an opponent very close to Heihachi. This is a personal favourite of Heihachi's, and he remembers with affection the time he challenged a Stone Killer to combat; crushing his spine and shattered his rib-cage using this move.



Another move that'll make you wince! The Nio Crusher is a devastating grapple that ends in more than a shattered pelvis for the victim (above)!

THE IMPROVED **TILE-BREAKER DESTRUCTIVE FIST** CAN SHATTER ALL FOES!



A fine two-hit combination that knocks your foe for six. Heavy on the damage, and so impressive that many other characters have copied this technique.

Heihachi now has a rather impressive new reverse grapple called the Nio Crusher; which rather pleasingly inflicts a great deal of damage. With a sparkle in his eye, Heihachi grabs his puzzled opponent from behind, lifts him into the air, and then smashes him down onto an outstretched right knee. With a howl of anguish (and a shattered pelvis), the enemy falls writhing to the floor, spasming in agony while Heihachi can laugh mockingly and go in for the kill! After any technique such as this, the Devil's Shoe is an ideal (and entertaining) attack to follow with, as Heihachi smiles with evil glee before planting a heavy clog onto a prone target's head or happy sack. Extra damage is caused with little prospect or enemy retaliation, and a great way to stamp your fighting authority into the mind of a foe.

Lastly, we leave Heihachi demonstrating his impressive new Guard Impossible; the Gargoyle. After writhing electrical light arcs about his left arm, Heihachi swings downwards inflicting a crunching blow and sending a target flying. Providing the foe doesn't counter Heihachi during the calm before the storm, he feels the full impact of a lightning strike, whilst Heihachi smiles a knowing smile and wipes the gore from his karate outfit. Who is next to challenge the master of thunder?

HEIHACHI PERSONAL DATA

FIGHTING DRESS CODE

COSTUME 1: *Charcoal grey karate outfit with red belt and tiger motif on the back, pointed hair and fighting bandages (on both hands and feet).*

COSTUME 2: *Dark purple combat pantaloons, bare chest with a cross-scar, pointed hair, fighting bandages (on both hands) and a pair of grey 'geta' clogs.*

VICTORY POSES

STANCE 1: *With both hands clenched at the waist, he steps into horse stance and utters a shuddering growl whilst lightning arcs about him.*

STANCE 2: *He stomps forward with his guard up, and then steps again, growling whilst swinging his left arm around in a threatening karate form.*

HOMELAND

The setting is Heihachi's secret mountain dojo. Whilst statues of previous Mishima warlords gaze from the background, flickering candles paint the wooden arena with an eerie glow. Note the fighting symbol carved into the wooden floor.

HEIHACHI'S FIGHTING TECHNIQUES	*TECHNIQUE CONDITION*	*DAMAGE*
HERCULEAN THROW	*NEAR OPPONENT* ○●○●	*35*
NAKED STRANGLE	*NEAR OPPONENT* ●○●○	*30*
STONE HEAD	*NEAR OPPONENT* ➡ ➡ ●●○○	*35*
ONE, TWO PUNCH	●○○○ ○●○○	*10, 15*
SPIDER SWORD LEG	↗ ○○○● ○○○●	*25, 15*
RISING UPPERCUT	➡ ⬇ ↘ ○●○○	*30*
SKY-CLEAVING LEG	➡ ➡ ➡ ○○●○	*30*
AXE SLICE	➡ ○○○●	*30*
DOUBLE AXE	*WHILE GETTING UP* ○○○● ○○○●	*20, 15*
FLASH PUNCH COMBO	●○○○ ●○○○ ○●○○	*10, 10, 20*
DEMON SCISSORS	○○○● ○○●○	*30*
THUNDER GOD FIST	➡ ⬇ ↘ ●○○○	*38*
DEVIL CONTINUOUS FIST	●○○○ ○●○○ ○●○○	*10, 15, 25*
TWIN PISTONS	↘ ●○○○ ○●○○	*10, 28*
1. SPINNING DEMON	➡ ⬇ ↘ ○○○● ○○○● ○○○●	*17, 12, 12*
SWEEP HEEL CUT	*DURING 1.* ○○○● ○○○●	*20, 15*
AXE FORCE	➡ ➡ ○○●○	*30*
DESTRUCTIVE FIST	⬇ ↘ ➡ ○●○○	*33*
VIOLENT CLEAVING LEG	➡ ⬇ ↘ ○○●○	*35*
EARTH CLEAVING LEG	*HOLD THE DIAGONAL* ➡ ⬇ ↘ ○○●○	*25*
HELL AXLE	↗ ○○●○ ○○○●	*25, 20*
DEMON UPPERCUT	➡ ➡ ○●○○	*40*
SHADOW FEET	⬅ ⬅ ○○●●	
TILE-BREAKER	*WHILE CROUCHING* ●○○○	*15*
TILE-BREAKER DESTRUCTIVE FIST	*WHILE CROUCHING* ●○○○ ○●○○	*15, 30*
NIO CRUSHER	*FROM BEHIND* ●○●○ *OR* ○●○● ○●○●	*45*
DEVIL' S SHOES	*WHEN OPPONENT IS DOWN* ⬇ ○○○●	*25*
GARGOYLE	⬇ ●○○●	*70*

HEIHACHI
HEIHACHI
HEIHACHI WINS!

From the sequence shown above left, you can tell that Heihachi suffers from a long charge up before he executes his fabled Gargoyle.

PAUL PHOENIX

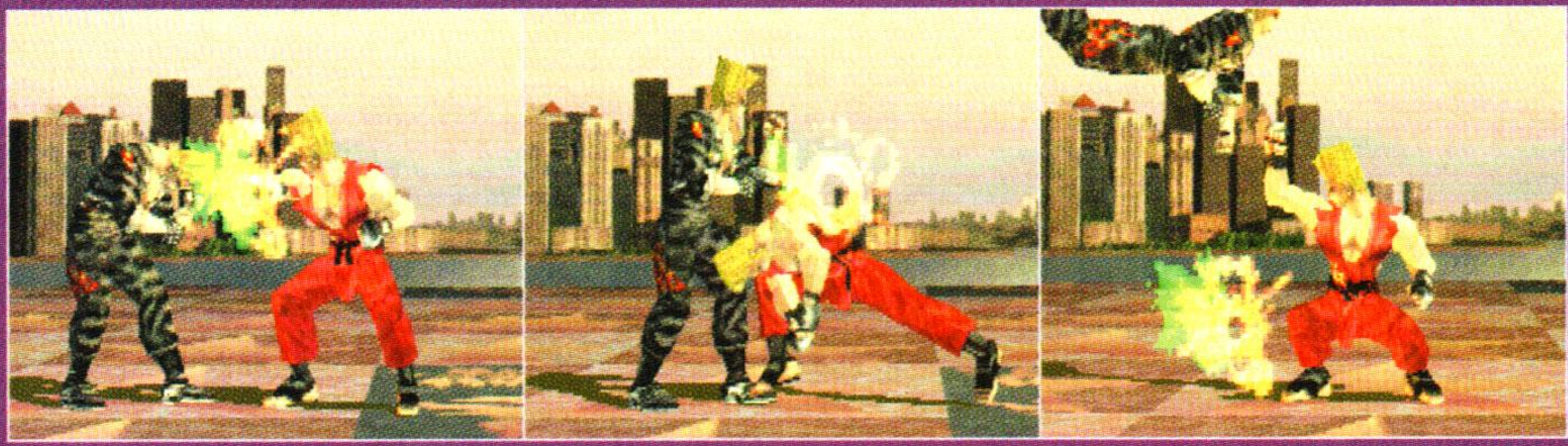
HOT-BLOODED DUDE FROM THE USA!

"I've no doubt the IRON FIST is mine for the taking this time round! Hands off the quiff, buddy! Mess with the hair, and I'll tear your head off!"

Paul's stint as a bouncer in downtown New York has paid considerable dividends, as despite the variety of second-rate street fighters he dispatched, his actual techniques have become considerably more powerful. The rising Yankee Judo legend has a number of new techniques that lead into floating combinations and a couple of impressive throws, but his main strengths lie in his Kaeshi-gi (or Return) moves. These are awesome counter attacks that leave previously advancing and cocky foes lying in a twisted mess at Paul's feet, and make Mr Phoenix one of the more improved fighters since the initial Rave War. These counters, coupled with the Paul Phoenix trademark explosion (a ball of yellow lightning that accompanies all of his more damaging attacks) could see this egotistical fighter clinch the second Iron Fist tournament, and throw weight behind some of his more boastful clams.

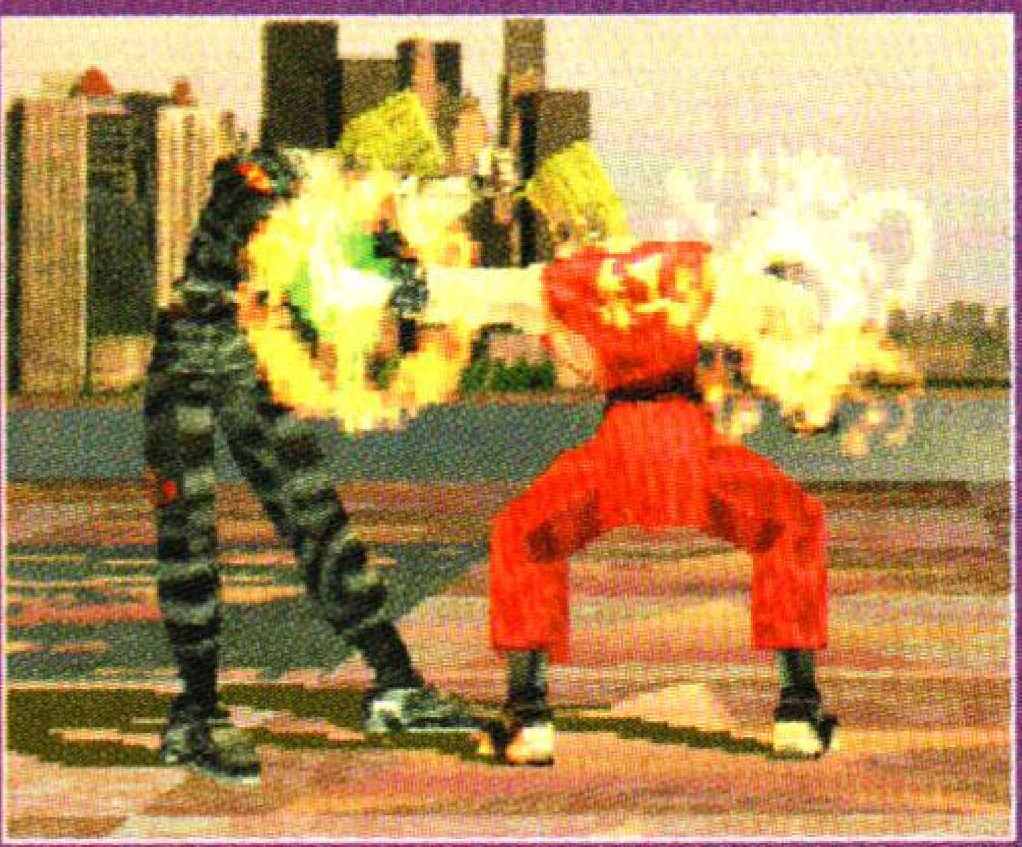
Paul's actual fighting skills have been further refined, with many additions to existing combinations making him a much more versatile character. An example of this has to be Paul's Triple Kick Combo, as the final kick may be varied so that it hits high, medium or low (the high kick inflicting greater damage). Therefore, a blocking character must be very wary of this attack as the final hit could hit almost anywhere, and this is excellent from Paul's point of view as he can hurt a foe that tediously blocks every hit. So try a variation in the final hit for a manoeuvre that should guarantee at least one hit, and possibly a three-hit combo that floats a victim.

Blast deviants apart with the stunning ***Stone Breaker****! They won't see it coming!*



The devastation continues with a Paul Phoenix two hit attack known as the Stone Breaker (left). The second hit is especially tricky to block as it hits low but looks as if it hits higher.

Moving to some rather tasty punching techniques, Paul has acquired a two-stage combination attack that may be finished in one of two ways. The first part of the technique is the Jaw Breaker, and as the name suggests, Paul gives his opponent a mid-range hit to the chops which may be followed up with either a Gut Buster or a Stone Breaker, and one additional hit is vital for making the most of this attack. The Gut Buster has Mr Phoenix stomping towards his victim with a purpose; and this is soon revealed as he plants a great mid-range punch to finish. There isn't much in the way of linking potential here, so finish your prone victim with a pounce or stomp. Alternatively, Paul may go for the Stone Breaker, an awesome-looking attack where Paul follows the gut punch with a low hit that knocks an enemy into the air where he becomes ripe for some Paul Phoenix floating punishment.



A quick double-hit mid-level attack sees Paul advancing fast and finishing with a hard-hitting Gut Buster (above).

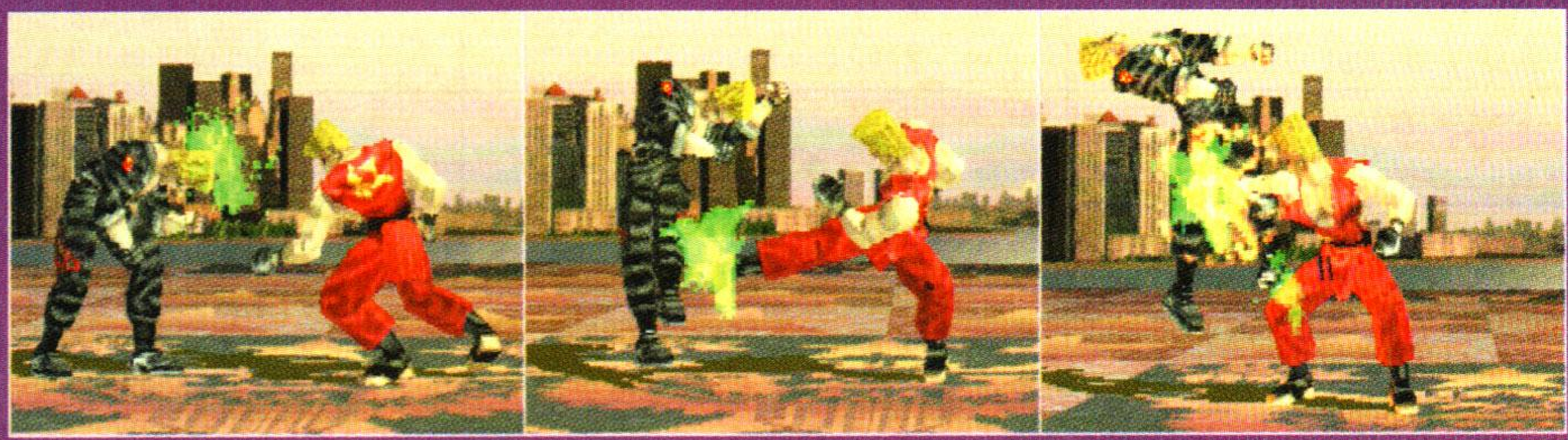
Once your opponent has caught his breath and begun to realise just how mean Paul really is, you should try a couple of his new throws to crush a victim's spirit even more. Firstly, try his reverse throw, known as the Seotoshi (or Back Drop), as this inflicts greater damage than any other (except the Wind Claws). Using the technique pioneered by Wang (and Bruce), Paul grapples the opponent around the neck and swiftly throws

Paul Phoenix Personal Data

Nationality American
Fighting Style Judo and other Martial Arts
Age 27
Height 187 cm
Weight 87 kg
Blood Type O
Occupation Street fighter and part-time bouncer
Pastime Riding and building motorcycles
Favourite Things Pizza
Sub-Boss Kuma
Stage Setting Manhattan pier at dusk

This red-blooded judo star performed well in the first Iron Fist tournament, and although he was the only competitor insane enough to challenge a fully-grown bear and win, he was defeated by Kazuya in a furious battle that raged for hours. Shaking his head in disbelief after such a pummelling, and realising that he was only partly successful, Paul left the lands of thre Mishima estate and returned to New York. Finding work in the south Bronx as a bouncer, his ego and arrogance led him into confrontations with a variety of unsavoury characters; all of whom came off second best to Phoenix's Judo and related techniques. After months of punishing streetfighting throughout the United States, Paul emerges ready for the second Rave War with overwhelming confidence; believing himself to be the strongest fighter in the world. This time the tournament will be his!

The ***Bone Breaker*** *is back with a vengeance!*
Add injury to injury with the ***Hang Over****! Three shocking hits!*



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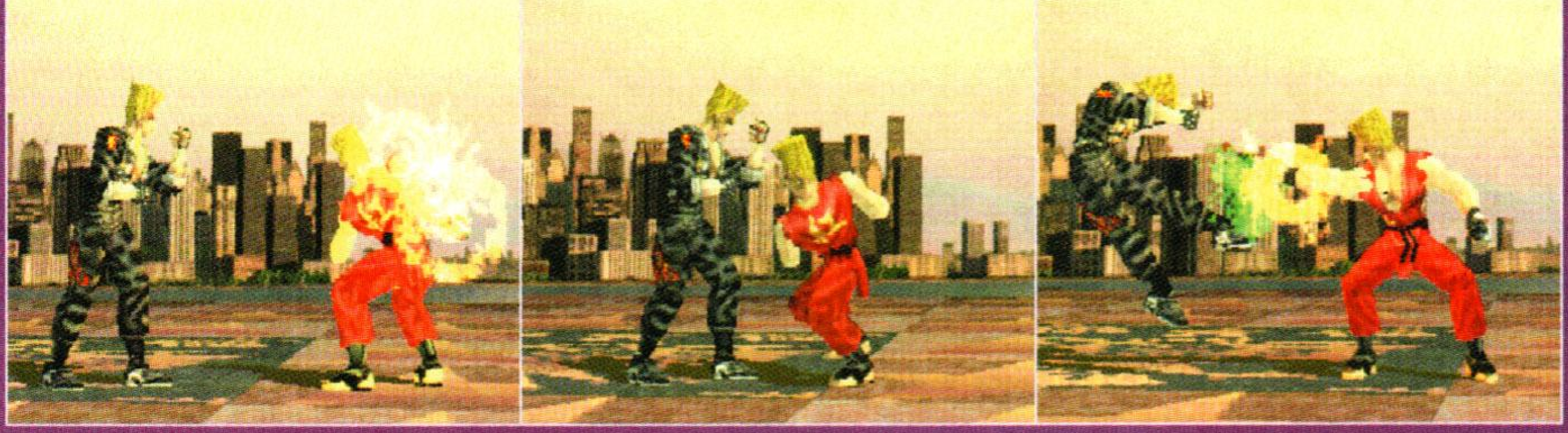
鉄拳 TEKKEN 2

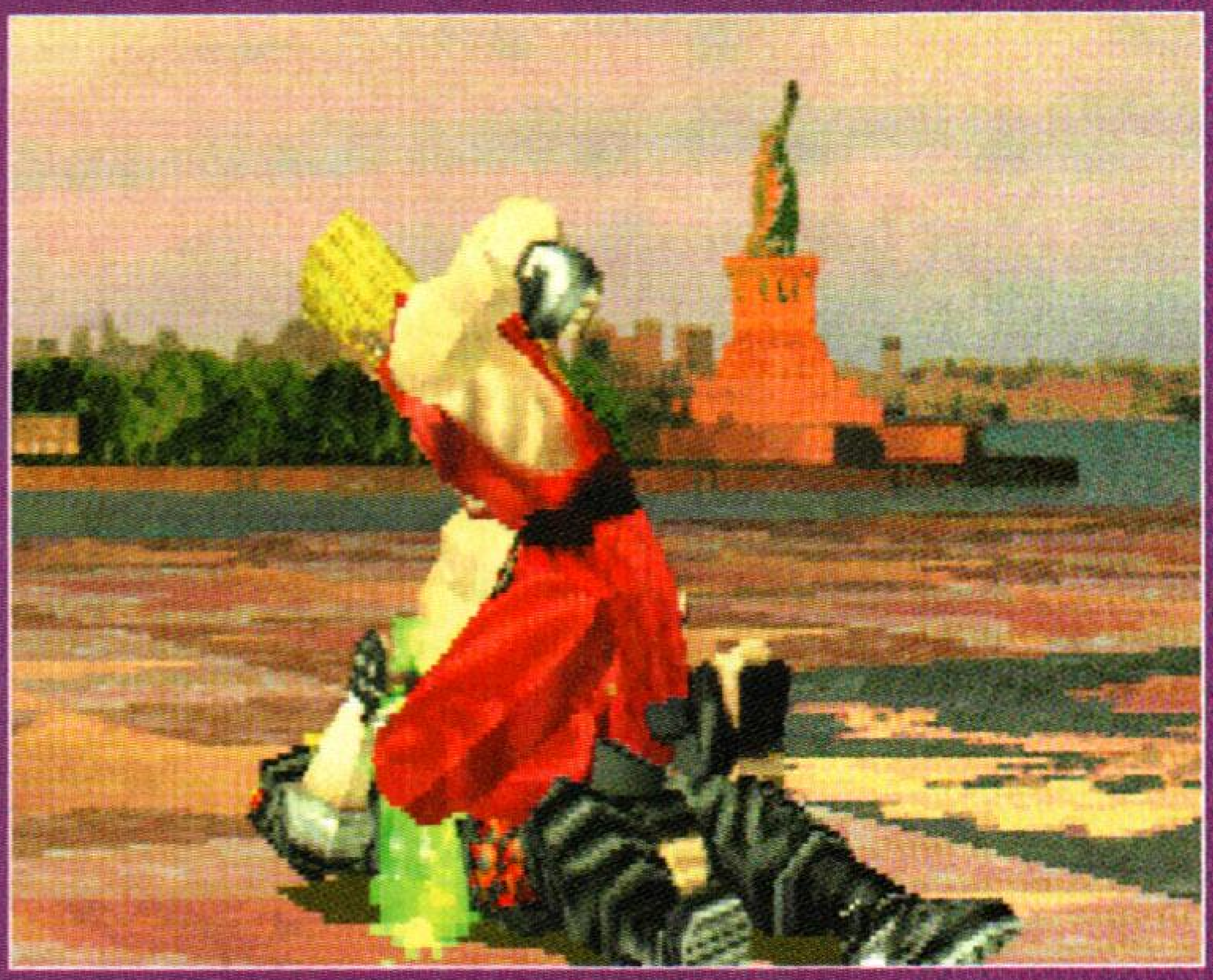


them to the floor, where he can finish off the job with a pounce or a sweep. His other throw is even more damaging and should be the one to practice. The Fuuga (Wind Claws) causes excellent amounts of damage but requires deft joypad mastery to pull off.

Paul also benefits from a new Guard Impossible technique known as the Thousand Dragon King Fist. This flamboyant display is in keeping with Mr Phoenix's flippant attitude to foe disposal as he produces one of the largest balls of flickering ball lightning ever seen while he draws his arm backwards and powers up his inner energy. Watch the lengthy time delay at this point as Paul squats slightly, bathing himself in magical fire, before he dashes forward with amazing speed and planting a fiery punch into the foe's stomach, causing him to crumple to the floor.

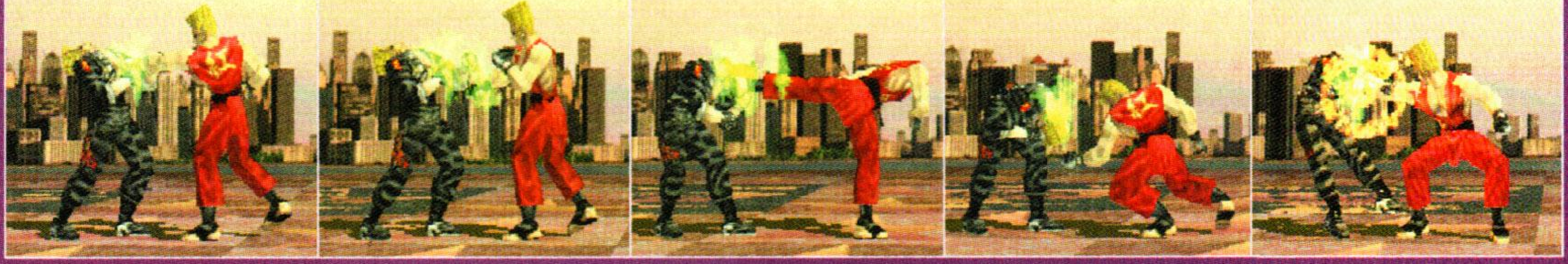
The uncompromising Judo star also has a rather fine line in pinning moves, and these start with the Ultimate Tackle Technique. Paul may leap onto his opponent, tackling him or her to the ground before choosing to finish them off in one of two ways; using the Random Black Cloud, or the Black Cloud Strangle. The Random Black Cloud causes Paul to repeatedly punch away at a victim's face for up to five hits, but the better move has to be the strangle variant where the adrenalin-pumped Phoenix mashes his victim twice before becoming over-enraged and grasping the foe round the neck for some constricting damage.

Finally, the Paul Phoenix player needs to become proficient with the Kaeshi-gi (or Return Moves) as these cause the most harassment for your opponent, whose cheesy throwing antics (or indeed any attack) may be countered by the deft manoeuvres of a Judo killing machine with a thirst for bone crunching! Paul may counter an enemy in one of four ways, and the manner of the counter is dependent on the height of the attack, and whether your adversary uses punches or kicks. The punch counter sees Paul grabbing the fist and turning round, after which he throws the enemy over his shoulder and onto the ground in front of him. The kick counter has Paul grabbing the victim's leg and twisting it round expertly before flooring the surprised opponent. Both work equally well, and add an air of uncertainty to all future fights against this Judo star.



The Ultimate tackle in full-effect! After a swift grapple to the ground, Paul rises up for some great punching strikes. A great way to finish off your enemy.

*ATTACK FROM ALL LEVELS WITH INCREDIBLE NEW TECHNIQUES! MASTER THE **KAESHI-GI** FOR TOTAL DOMINATION!*



PAUL PHOENIX PERSONAL DATA

FIGHTING DRESS CODE
COSTUME 1: *Red Judo outfit with black belt, black fist and feet guards, two circular earrings and a scorpion tattoo on his right arm.*

COSTUME 2: *Black leather biker's jacket with a skull and crossbones on the back and flames on shoulders, and trousers with flame motifs. Two circular earrings, studded leather gloves and biker boots.*

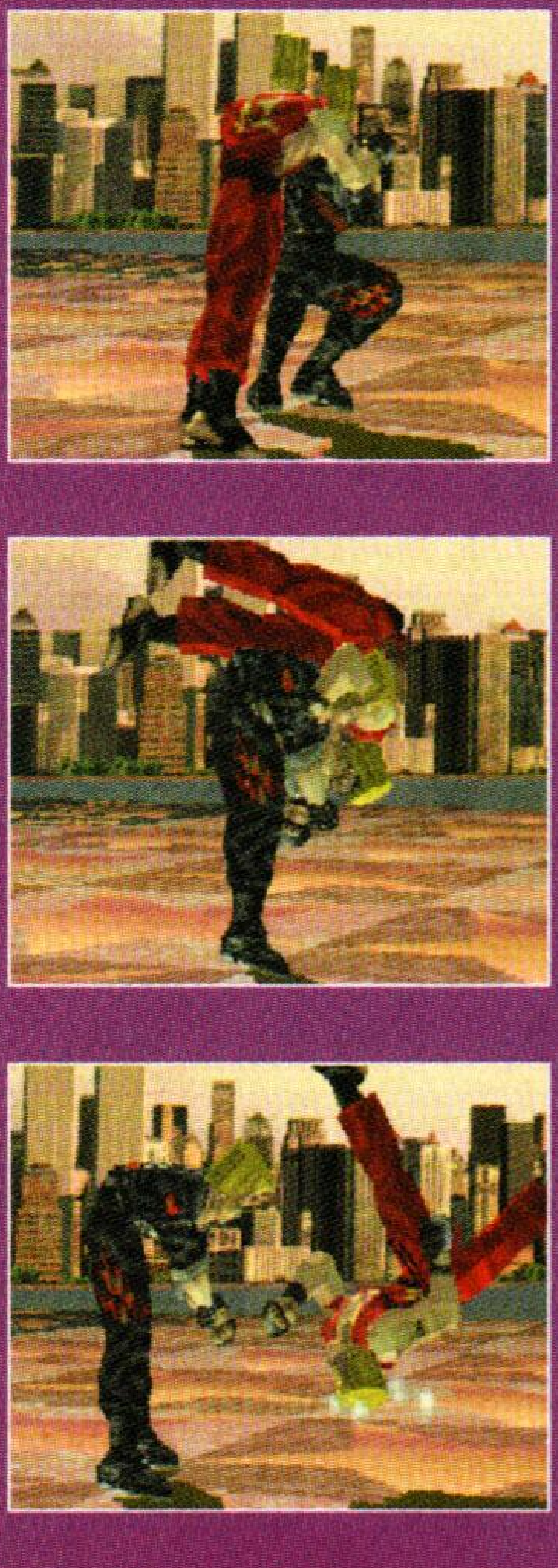
VICTORY POSES
STANCE 1: *He leaps forward, performing a double high kick in the air before landing in horse stance with both arms tensed and ready to inflict more punishment*

STANCE 2: *He steps forward with his right leg, resting his right arm whilst shaking his left fist in the air in a mocking triumph.*

STANCE 3: *He shifts his upper body to the right, raising both hands to head height before bringing both arms down to his hips.*

STANCE 4: *He faces forward, bringing both arms upwards to head height, crossing them over, and then bringing them down and bowing slightly.*

HOMELAND
On a pier overlooking Manhattan. On the mainland there is the world trade centre and other New York skyscrapers, whilst the statue of liberty stands proud and aloft nearby. The floor tiles are mainly shaded stars with an occasional elaborate bald eagle badge.



A Return Move sees Paul throwing his enemy Judo-style. These are preceded by a quick grab at the air, and result in some of the most spectacular take-downs ever seen!

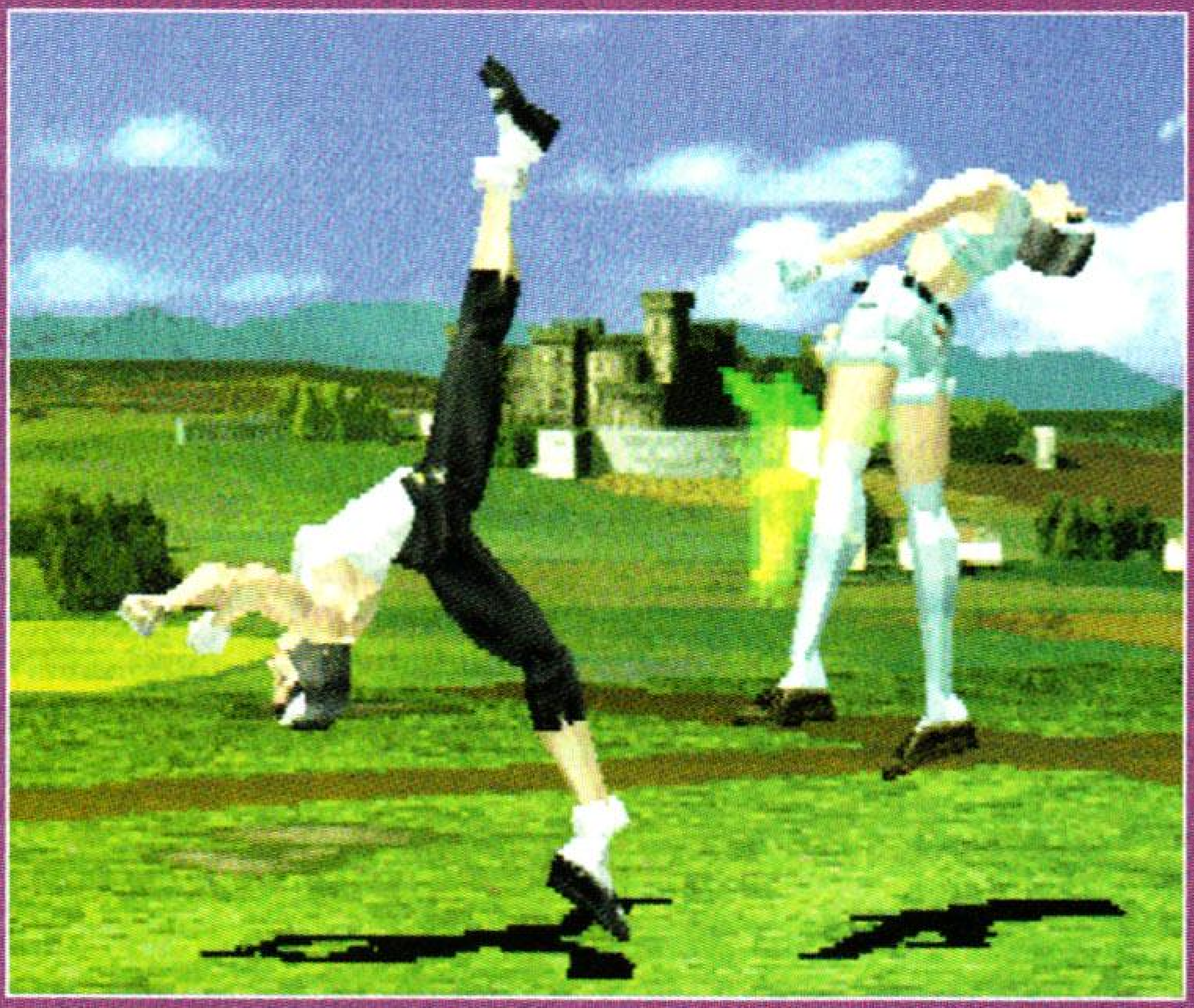
PAUL'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
BRAIN-TAKING REVERSE	NEAR OPPONENT ○●/○●	35
SINGLE BACK THROW	NEAR OPPONENT ●○/●○	35
COMA THROW	NEAR OPPONENT ●○/●○ ⬅	35
BACK STRIKE	NEAR OPPONENT ⬅ ⬅ ●●/○○	35
ONE, TWO PUNCH	●○/○○ ○●/○○	10, 15
SHREDDER	↗ ○○/●○ ○○/○●	21, 21
PHOENIX SMASHER	⬇ ↘ ➡ ○●/○○	35
PK COMBO	○●/○○ ○○/●○	12, 30
PDK COMBO	○●/○○ ⬇ ○○/●○	12, 17
BONE BREAKER	WHILE CROUCHING ○○/○● ○●/○○	15, 25
NEUTRON BOMB	➡ ➡ ○○/○●	20
JAW BREAKER	WHILE CROUCHING ↘ ○●/○○	30
ROCK-SPLITTER	WHILE CROUCHING ○●/○○	25
HIGH THREE TREASURE DRAGON	➡ ➡ ○○/●○ ○○/○● ○○/○●	20, 15, 25
TRIPLE KICK COMBO	➡ ➡ ○○/●○ ○○/○● ⬇ ○○/○●	20, 15, 15
TILE-BREAKER	WHILE CROUCHING ●○/○○	15
TILE-BREAKER DESTRUCTIVE FIST	WHILE CROUCHING ●○/○○ ○●/○○	15, 30
HANG-OVER	WHILE CROUCHING ●○/○○ ○○/○● ○●/○○	15, 15, 25
GUT BUSTER	WHILE CROUCHING ↘ ○●/○○ ●○/○○	30, 30
FLASH ELBOW	➡ ➡ ○●/○○	15
WIND CLAWS	NEAR OPPONENT ↘ ●●/○○	40
STONE BREAKER	WHILE CROUCHING ↘ ○●/○○ ○●/○○	30, 25
BACK DROP	FROM BEHIND ●○/●○ OR ○●/○●	40
THOUSAND DRAGON KING FIST	⬅ ●●/○○	100
1. ULTIMATE TACKLE	↙ ●●/○○	5
RANDOM BLACK CLOUD	DURING 1. ○●/○○ ●○/○○ ○●/○○ ●○/○○ ○●/○○	5, 5, 5, 5, 5
BLACK CLOUD STRANGLE	DURING 1. ○●/○○ ●○/○○ ●○/○○ ○○/●○ ○○/○● ●●/○○	5, 8, 8, 35
REVERSE PDK COMBO	●○/○○ ⬇ ○○/○●	10, 15
QUICK PK COMBO	WHILE GOING FORWARD ○●/○○ ○○/●○	10, 20
RETURN MOVES	DURING OPPONENTS ATTACK ●○/●○ OR ○●/○●	

JUN KAZAMA

NATURE MAIDEN, BIOLOGICAL FIGHTER

"THE FOREST SPIRITS HAVE TAUGHT ME WELL! I SHALL HONOUR YOU, MY BELOVED FATHER!"

"HANDS OFF THAT SQUIRREL, KAZUYA! YOU WILL PAY FOR YOUR HORRIBLE SMUGGLING ANTICS!"

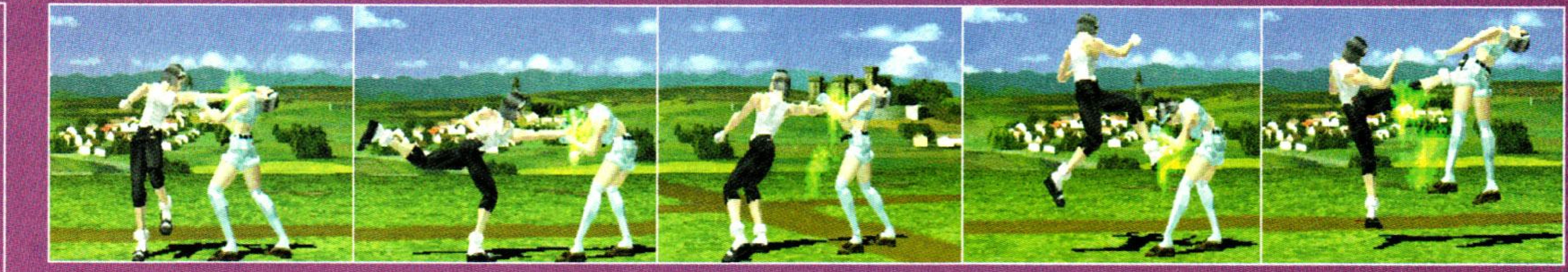


The Prettiest of Flowers fights for Mother Earth, but despite her gentle life and looks, Jun can transform herself into a combo-queen with a variety of attacks that look stunning and can take down any other fighter with ease. Her classic Bu-Jitsu style may lead some opponents to regard her as vulnerable, but in the hands of an expert, she becomes a monstrous fighter with a number of quick killing strikes. As Jun is one of the most nimble competitors in the second Iron Fist competition, you should use this to your advantage; inflicting massive combination damage from her plethora of techniques before moving on to inventing your own style of Bushido combinations.

Before detailing Jun's punch and kick attacks, it is worth mentioning the Nature Maiden's throwing styles, as she benefits from four distinctive grapples. The first two throws are basic but impressive to view, but the main throwing move to employ in a close-combat situation is the Hazukan (or White Mountain) where Jun grabs the enemy and pulls her quickly forward before elbowing them in the head and sending them flying across the screen. Also remember Jun's reverse grab; the Bell Smasher, where Jun grabs her opponent from behind in a suplex-like manoeuvre and throws them over her head and onto the ground. The enemy lands on their head in a crumpled heap, nursing a broken neck and shoulders, whilst Jun skips around them, ready to dish out further punishment.

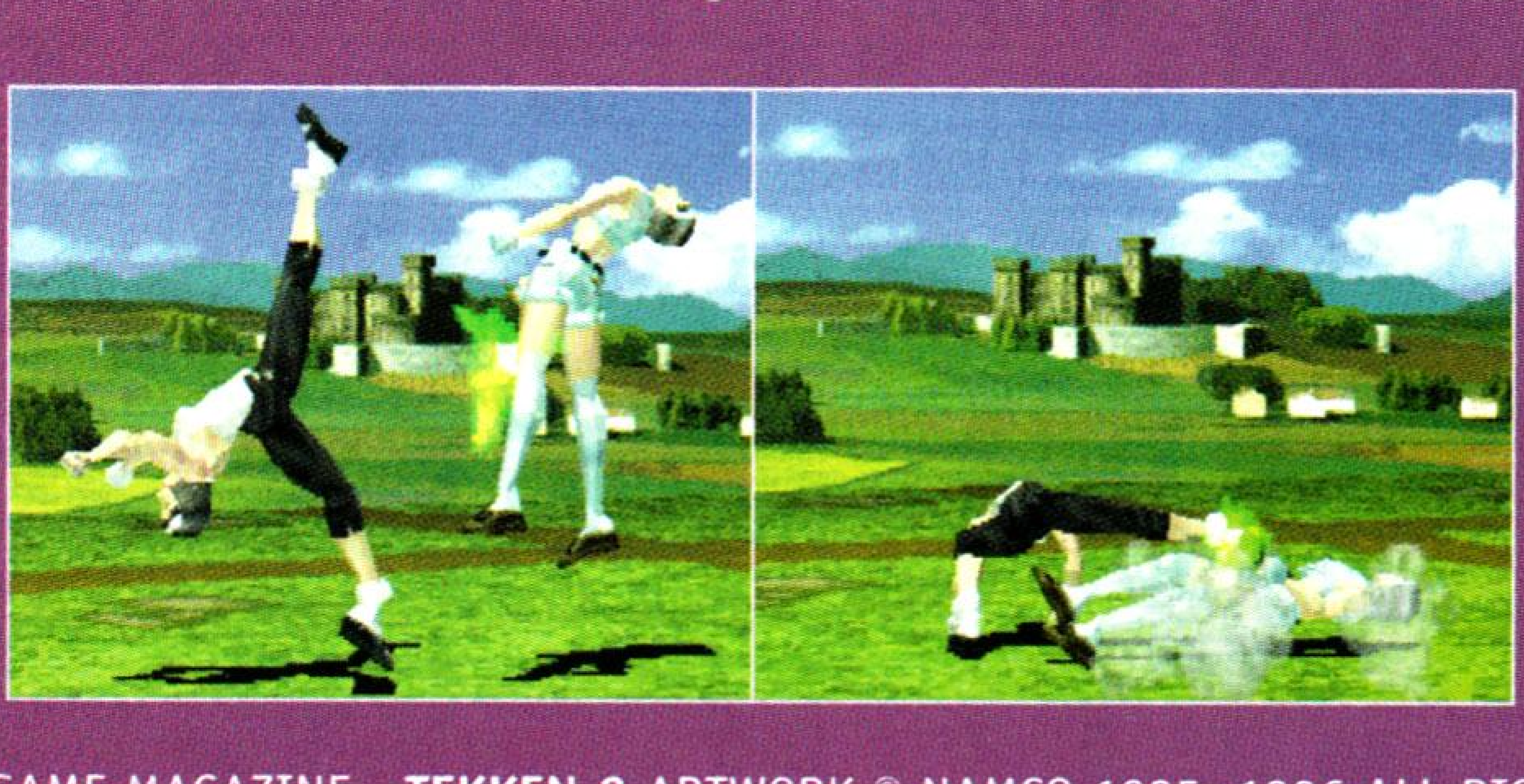
Once Jun's throwing skills have been perfected, try launching her into some combinations; both floating and normal. An excellent way to start a floating technique is by performing the Tooth Fairy, a dashing uppercut that sends an opponent flying. Follow up with any combination you fancy for further punishment. Conversely, a good way to finish a combination off is by using the Scissor Spin Kick, where Jun cartwheels into a foe and causing them to bend downwards, leaving time free for Jun to follow up. This attack looks great and hits with excellent damage at close range, but may be countered early so watch yourself. Link this with the Spinning Low Kick combination for a final insulting move.

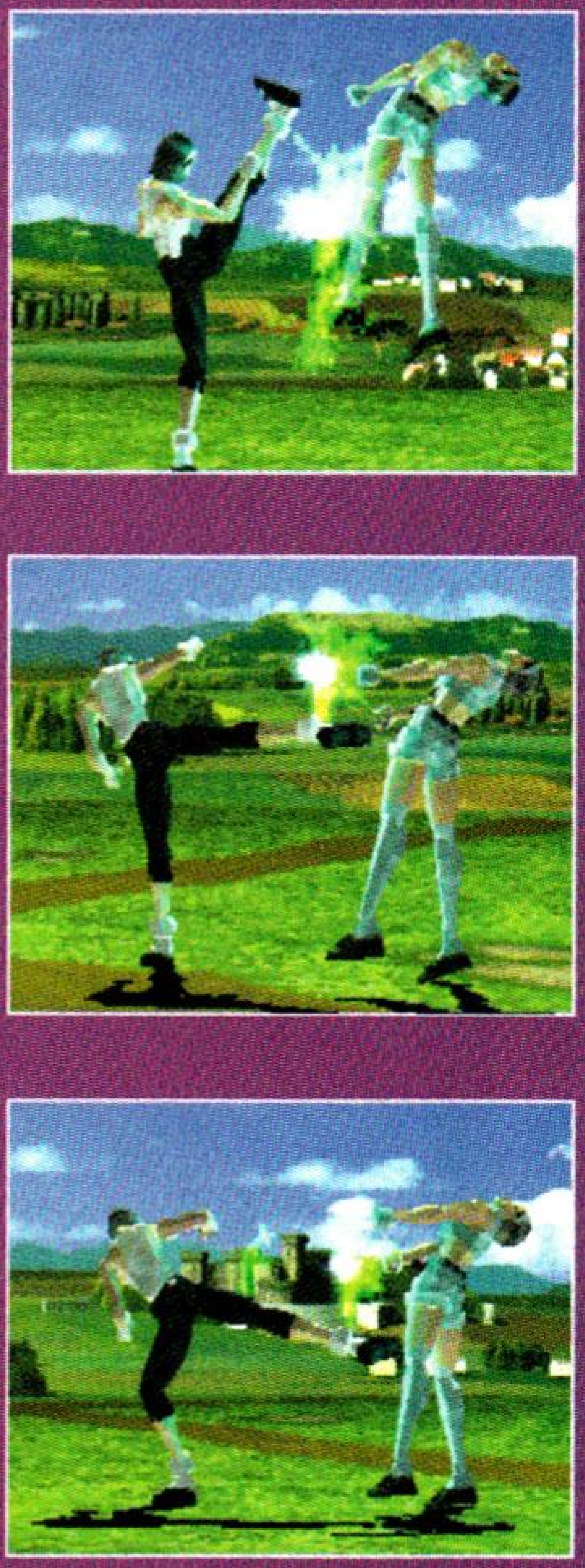
"STAND IN FRONT OF ME WOULD YOU? WELL THEN, HAVE A **BELL SMASHER** ON THE ROCKS!"



The newcomer to Jun must start forming combination attacks by starting with techniques such as the Whiplash; a two-hit move where Jun hits high with a light left flick before gracefully spinning round to finish with another left punch; this time to the midriff. Couple with a number of linked attacks for extra damage, but familiarise yourself with the Whiplash first. Similarly, Jun has a two-stage kick attack known as the Threaded Cloud Kick that is again able to be interwoven into a number of other moves. Jun kicks low with a left foot before finishing with a high right-footer and this has the added benefit hitting when the first kick is blocked. The Threaded Cloud Kick looks rather like Paul's two-hit jumping kick move, but hits differently and has a further reach.

Staying with kicks that hit high, the Devil's Head Fall is an excellent example of a confusing attack that hits high and knocks an opponent off their feet. Jun will spin around her opponent before planting a hefty right arching kick that looks like a high hit but really strikes the enemy midriff. Jun also has the option to lengthen the time she spends spinning about her foe, and this has added benefits as the longer she spins, the greater the damage. By repeatedly pressing forward once the technique is underway, Jun may perform a power version of the move which cannot be





Demonstrating high and mid range kicks, all these can be varied to suit your own wishes.

Jun Kazama Personal Data

Nationality Japanese
Fighting Style Classic Bu-Jitsu (Kazama Ryu)
Age 22
Height 170 cm
Weight 54 kg
Blood Type AB
Occupation WWWC inspector
Pastime Birdwatching
Enjoys Bathing in woodland streams
Sub-Boss Wang Jinrey
Stage Setting English countryside on a summer's day

Jun Kazama is the mistress of Aiki-Jujutsu and an undercover agent for a nature organisation; the WWWC, working mainly to expose illegal animal exporters. Jun is known as the Pretty Flower; a nature maiden who grew up in the wilds of Yakushima (a remote Japanese region) and was taught of the spirits and the flow of nature's order. Prior to her moving to Tokyo, she became the 'chosen one' by her relatives in the skill of Kazama Ryu, but once becoming acquainted with the hectic Tokyo lifestyle, she lost any interest in the magical arts and spirit beings of her youth. This attitude changed dramatically when the ghost of her dead father appeared before her and pleaded with her to return to her natural origins. From this encounter, she learns of Kazuya's evil trade in live animals and vows to pursue him, and banish the evil spirits that lurk beneath his psyche.

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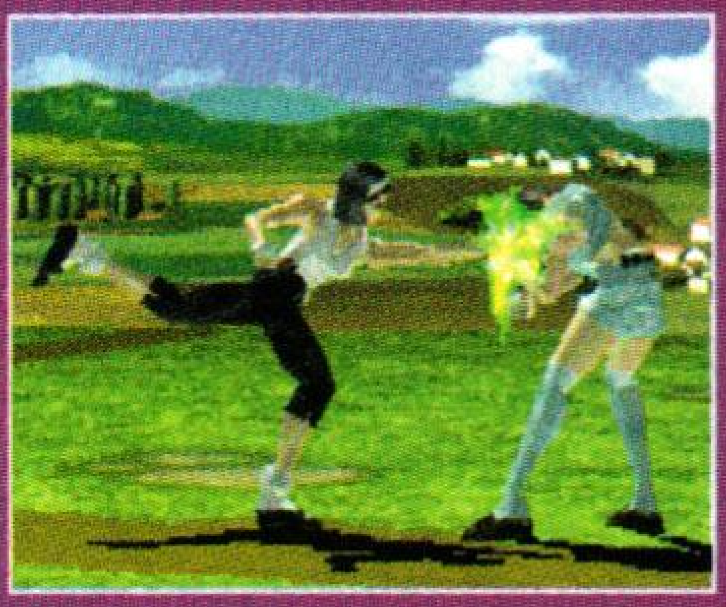
鉄拳 TEKKEN 2



blocked. Timing is all important here, as you must gauge the motion and strength of your attack with care to avoid the tremendous potential for a counter-strike.

Moving on to Jun's greater hit potential, the Motion Cutting Legs is a great little four-hitter that strikes high and follows with three low sweeps to catch an opponent off guard. This is very simple to execute and excellent to place in the middle of an offensive technique and has the extra bonus of using low sweeps which are difficult to block and hit prone targets. Perhaps a finish with one of Jun's flipkicks would be advisable, although her marvellous free fighting style enables almost any move to be added to a technique. Another simple but effective attack is the Suiren-Shiun Punch and Kick which hits five times and combines previous moves into a smooth-running and graceful combo. More spectacular still is the Triple Spin Attack which starts with the usual low sweeps but finishes with style as Jun Scissor Spin Kicks after the fourth hit. Confusing for the foe and extremely damaging, your main concern will be ensuring that the final cartwheel hits home, as it is the most damaging part of the combo, and this switch from low to high spinning attacks should cause an opponent a great deal of blocking trouble.

One of the finest ways to start or finish a combination is by flipkicking, and a good reverse flip is the Dragon Carriage Kick. Once it hits, follow it up with a series of low sweeps or even a dashing uppercut to turn it into another combination, as Jun's fighting style gives you a good freedom to experiment with linked variants of almost all her moves. This will be further explored later in our Tekken 2 coverage, but for the moment, let us start you off with a simple linking technique very popular with Japanese Tekken 2 players; a movement known as the Green Monster.

In a Bushido linking frenzy, Jun Kazama can advance towards an opponent switching from technique to technique before finishing with any final move you care to use (such as a flipkick). Start with rapid alternative left punches and kicks (it may help to press forwards when starting the move), Jun can constantly advance towards the enemy, and when you feel the time is right, switch to a technique you have previously learned

for a great new combination attack. Couple this with her three ten-hit combos and you have a supremely versatile and combo-driven killing machine. With techniques like these, our beautiful flower may blossom into a blood-thirsty killing creature, providing you can muster the frantic button-tapping needed...

Linked left and right punches are Jun's main weapons in combat. Use linked attacks to pummel the unwary.

THE NATURE MAIDEN TAKES TEKKEN 2 TO THE NEXT LEVEL WITH THE **GREEN MONSTER** - A COMBO AS LONG AS YOU LIKE!

JUN KAZAMA PERSONAL DATA

FIGHTING DRESS CODE

COSTUME 1: *Sky-blue headband with bow and waistcoat (with WWWC badge), sky-blue shorts (with black leather belt) and knee length tights and dark brown slip-on shoes.*

COSTUME 2: *White headband and waistcoat, Black knee-height cut-off jeans (with WWWC badge) with gold fasteners, black sandals and white ankle socks.*

VICTORY POSES

STANCE 1: *With legs stretched apart, she performs an intricate form, swaying her body from left to right, raising herself into a guarding position with her left arm outstretched. She then nimbly crosses her right leg behind her and points both arms to the left.*

STANCE 2: *In a guarded position, she flicks her left leg out, turns to the left with arms raised upwards, turns around and high kicks before adopting another defensive guard.*

HOMELAND

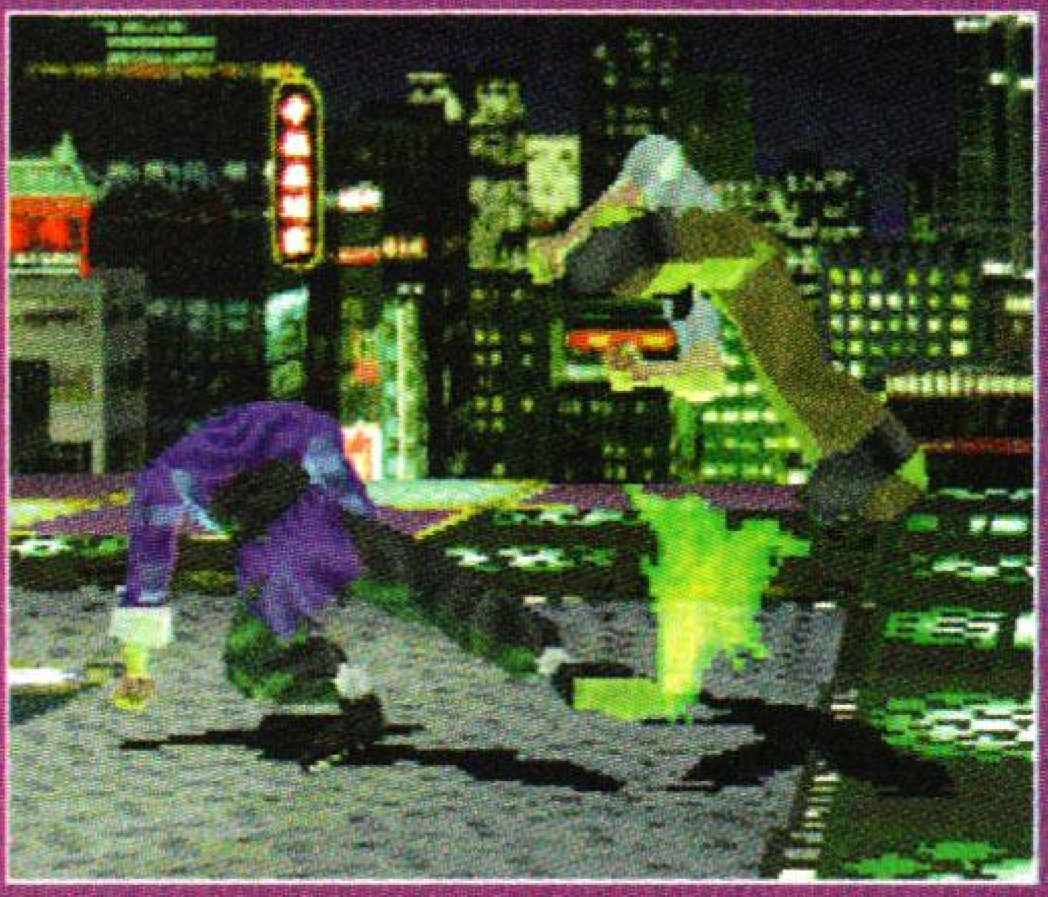
On a cloudy summer's day, the fresh morning mist has just dissipated from this country scene, with a small hamlet in the background (complete with a chapel) as well as number of copses, an ancient and tumbling castle and a series of standing stones.

JUN'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
WHIPLASH	●○/○○ ●○/○○	10, 15
TOOTH FAIRY	→ ○●/○○	15
SPINNING LOW KICK	○○/●○ ○○/○● ○○/○● ○○/○●	14, 14, 14
TRIPLE SPIN KICK	○○/●○ ○○/○● ○○/○● ○○/○● ○○/●○	14, 14, 15, 25
SCISSOR SPIN KICK	○○/●●	15, 21
SUIKEI-SHITAKERI KICK	●○/○○ ○○/●○	10, 14
LINKED SPEAR POWER	●○/○○ ○●/○○	10, 10
THREE-RINGED CIRCUS	●○/○● ○●/○○ ○○/○●	7, 10, 10, 25
BACK SPIN KICK	→ ○○/○●	35
THREADED SPIN KICK	↓ ○○/○●	5, 22
DEVIL'S HEAD FALL	→ ○○/●○	30, 40, 40
CUTTING LEGS WHITE DEW	○○/●○ ○○/○● ●○/○● ○●/○○ ○○/○●	14, 7, 10, 10, 25
SUIREN-SHUIN PUNCH & KICK	●○/○○ ●○/○○ ○○/○●	10, 15, 15, 20
MOUNTAIN WHITE DEW	●○/○● ○●/○○ ●○/○○	7, 10, 10, 12
COLLISION THIGH	●○/○○ ●○/○○ ○○/●○	10, 15, 14
MOTION CUTTING LEGS	●○/○○ ○○/○● ○○/○● ○○/○●	10, 14, 14, 14
MISTY KNUCKLES	→ ●○/○○	15
DRAGON CARRIAGE KICK	← ○○/●○	20
DRAGON CARRIAGE KICK LEGS	← ○○/●○ ○○/○● ○○/○● ○○/○●	20, 14, 14, 14
DRAGON CARRIAGE KICK UPPER	← ○○/●○ ○●/○○	20, 15
MOUNTAIN WHITE DEW LEGS	●○/○● ○●/○○ ●○/○○ ○○/○● ○○/○● ○○/○●	7, 10, 10, 12, 14, 14, 14
SERPENT SPINNER	NEAR OPPONENT ○●/○●	35
ARM CROSS HOLD	NEAR OPPONENT ●○/●○	35
BELL SMASHER	FROM BEHIND ●○/●○ OR ○●/○●	45
HAZUKAN - WHITE MOUNTAIN	NEAR OPPONENT ↘ ○●/●○	45
GREEN MONSTER COUNTER	DEPENDING ON ATTACK ← ●○/●○ OR ○●/○●	

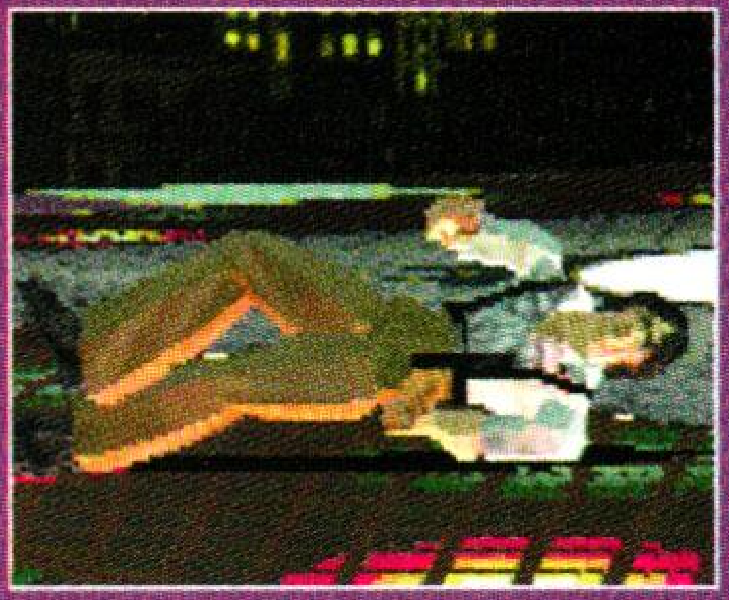
LEI WULONG

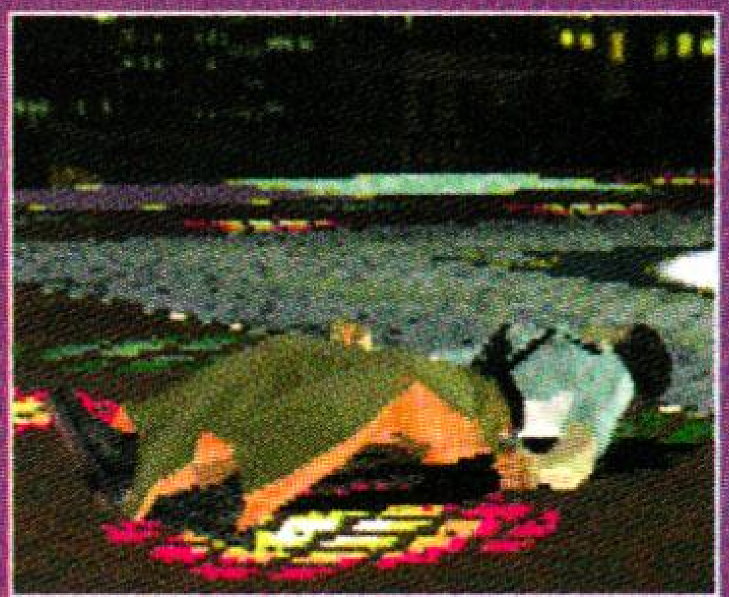
HONG KONG SUPER-POLICEMAN

"IN LEAGUE WITH THE MAFIA, EH KAZUYA? I'LL TAKE YOUR WHOLE EMPIRE DOWN FOR KILLING MY PARTNER!"
"FORGET QUESTIONING, BRUCE! I'LL BE INTERROGATING YOU WITH MY FISTS AND FEET!"



That low sweep comes in handy for almost any opponent; be they pint-sized or monstrous.

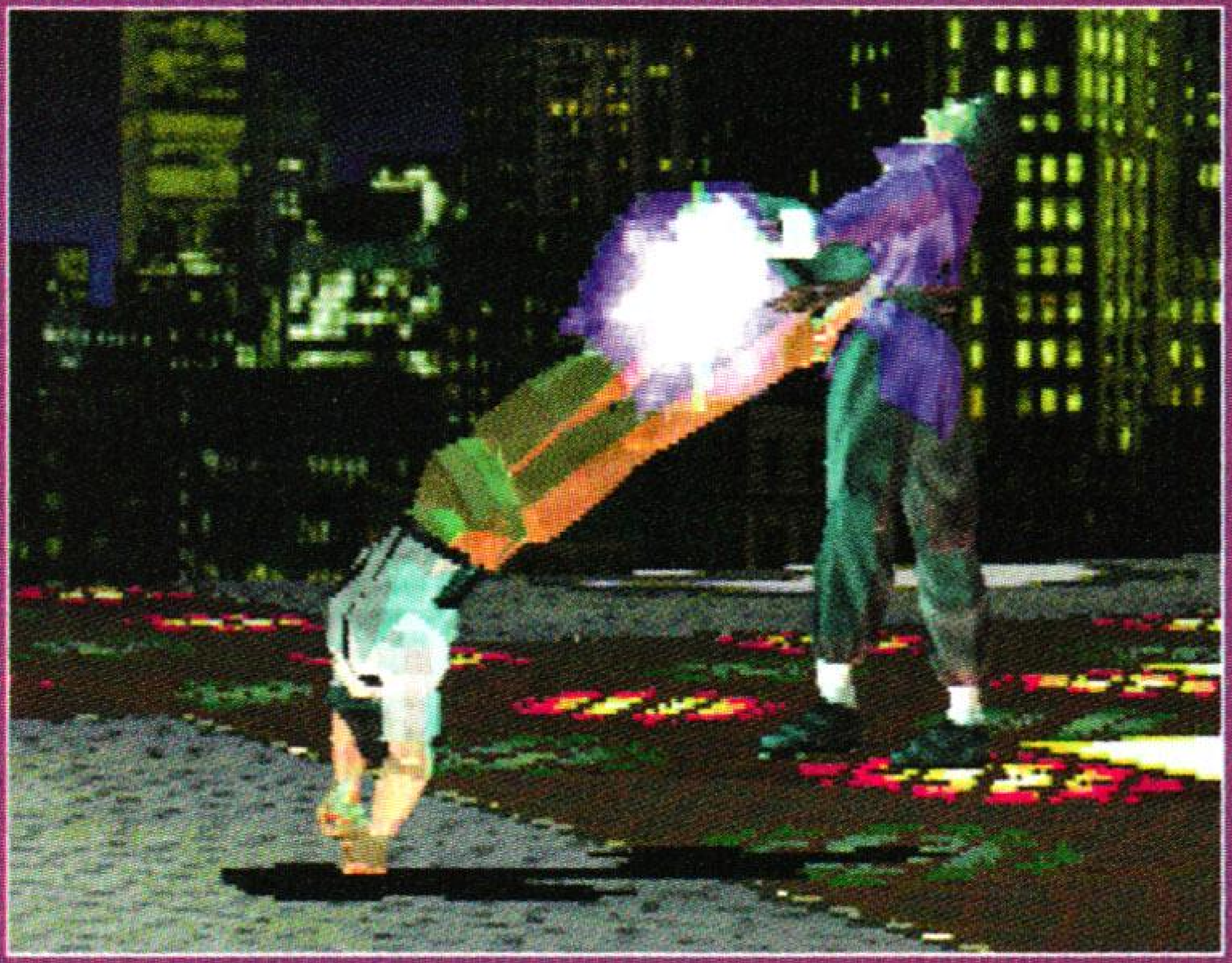


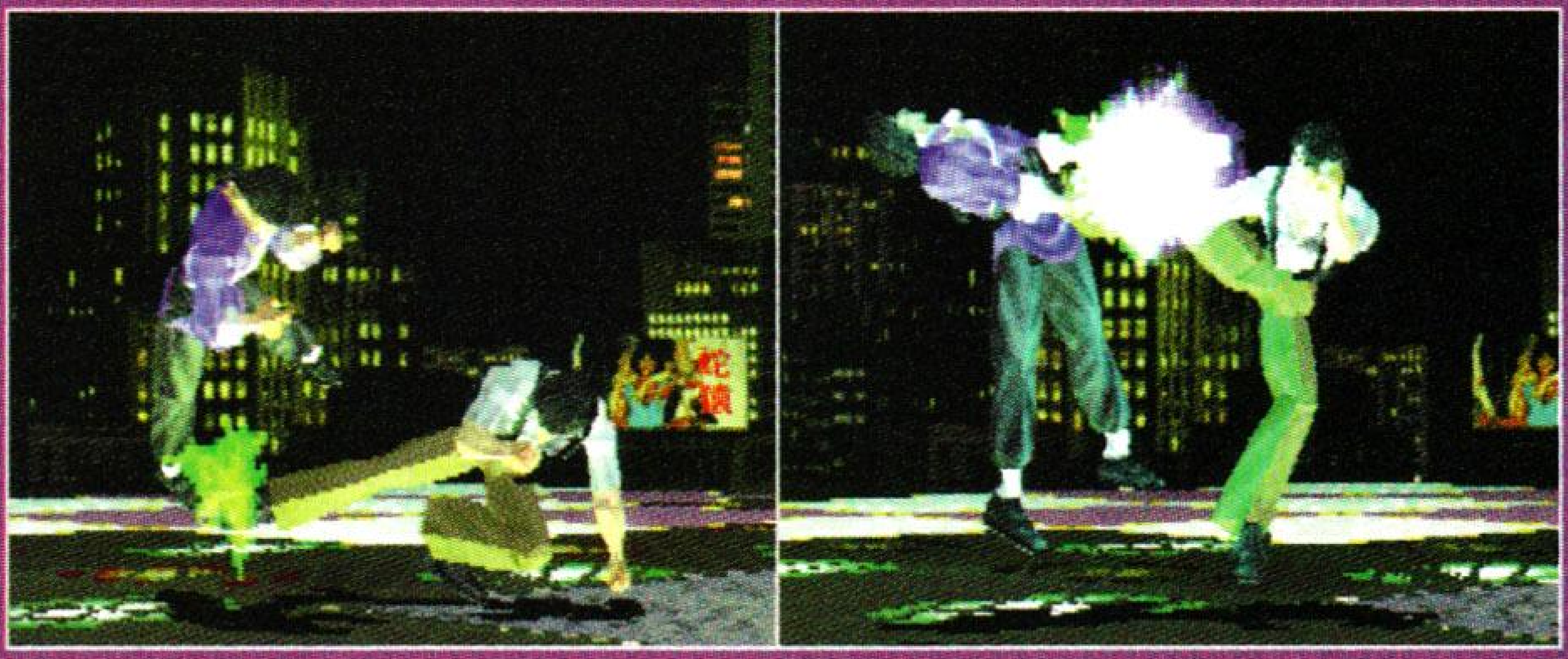


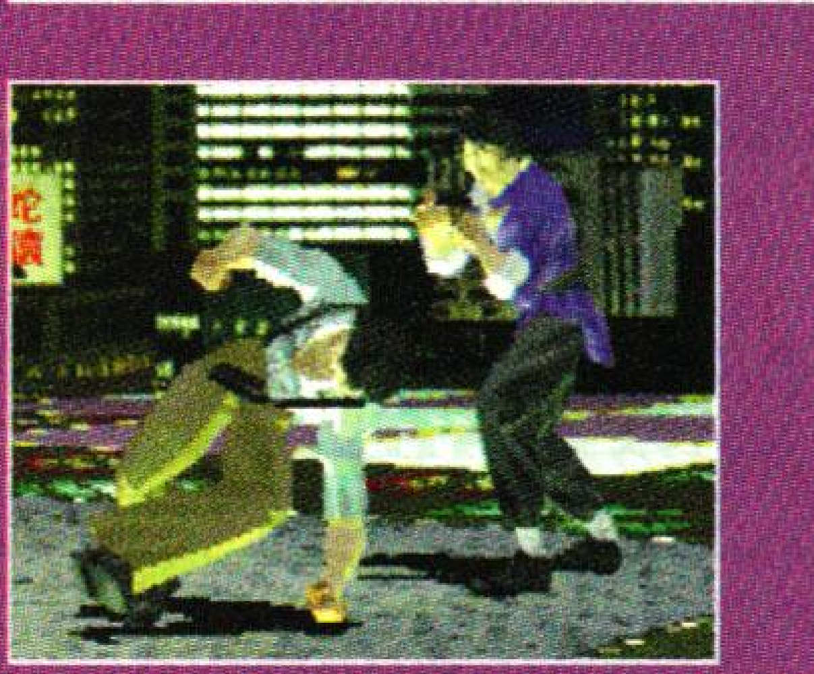
Officer Wulong has a phenomenal fighting style all of his own, and this can be used to your advantage when confronting your warm-up opponents before the battle between Hong Kong's finest and a kick-boxing killer known as Bruce. Those unfamiliar with Lei's fighting style may find his strange Kempo-derived skills somewhat daunting, but with correct timing and practice, his unique abilities can transform your games of Tekken 2. And of course, Lei Wulong is the only character that can actual lie on the ground and 'Play Dead' or 'Turn Around' before leaping out of this trance to dish out some severe punishment.

The easy-to-execute Play Dead move is central to some of Lei's main damaging attacks, and marks the start of some rather cunning manoeuvres. Remember to mix the Play Dead in with a variety of other techniques, otherwise an intelligent opponent soon learns to wade in (whilst you are prone) with sweeps, and also note that Lei may lie either on his front or his back, and his available moves change depending on which way Lei lies. Master the Play Dead, and you're halfway towards controlling a veritable combat monstrosity! From the Play Dead, a variety of moves can be used that causes Lei to spring up, inflicting terrible damage to a unguarded adversary, and one of the best attacks of this type is the Swallow's Dance Rear Sweep. Essentially this is a Rave Spin, but the lying position makes this an excellent choice for surprising foes with a low sweep followed by a high kick. The sweep sends your opponent spinning into orbit, whilst the kick brings them back down to earth with a crunching thump. One final mention must be made of the Back Body Triple Flip which is another excellent technique to unleash after your 'dead playing'. As one might expect, Lei launches into a sequence of three awesome flipkicks, and these also form the base of Lei's ten-hit combinations

*LEI'S ON THE FLOOR BUT NEVER KNOCKED OUT! RISE UP AND DELIVER THE **SWALLOW DANCE REAR SWEEP**! BLISTERING!*

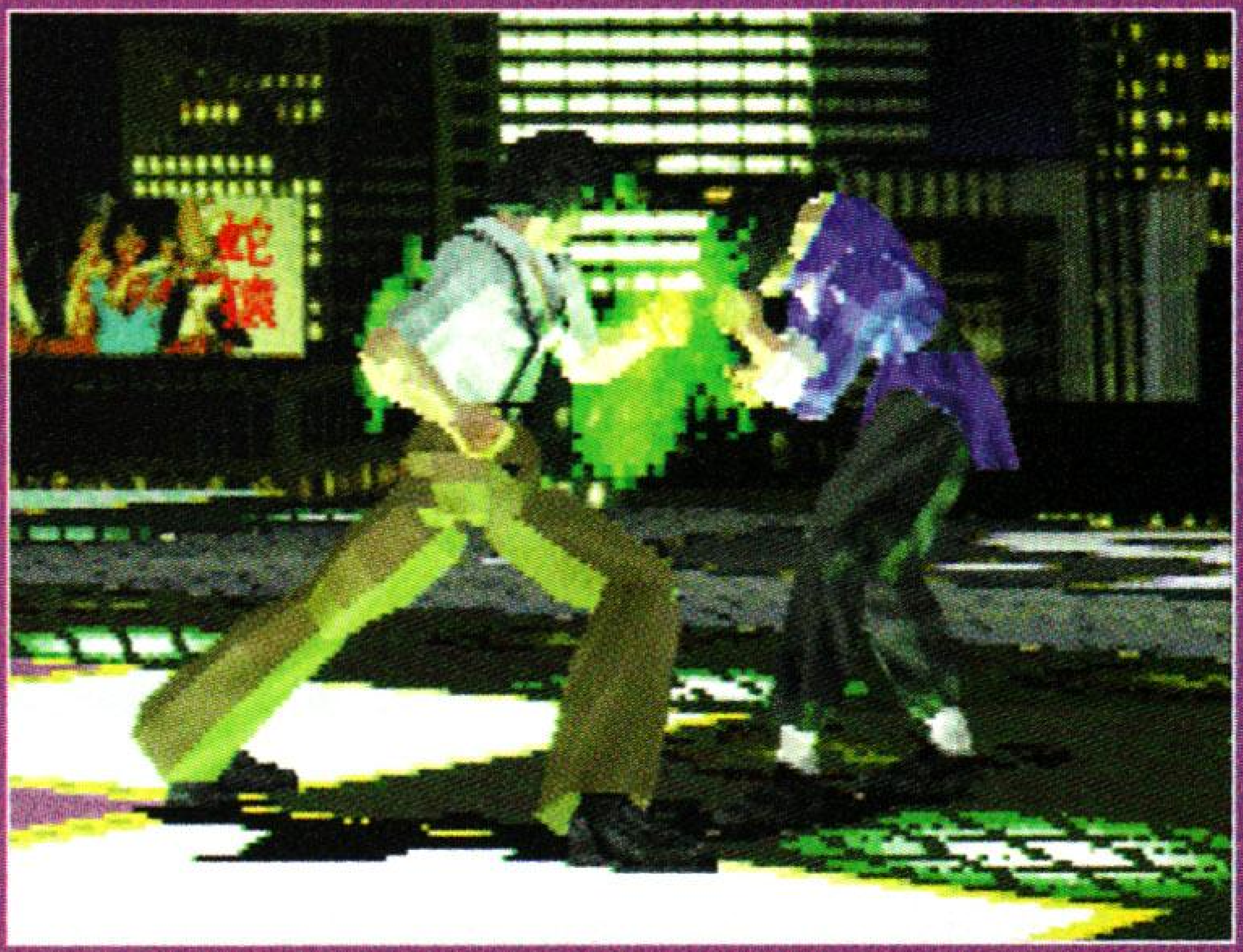






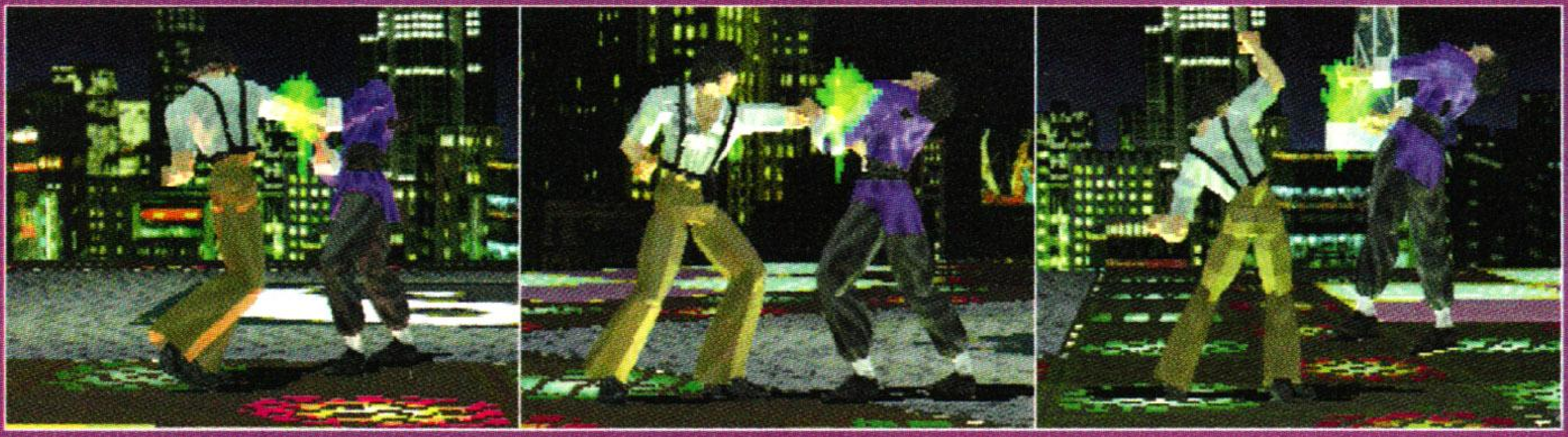
Lei's other unique stance is the Turn Around, and this is another move used before he launches into a series of crippling combination attacks that leave a foe bruised and choking on their own teeth. Once inputted, Lei turns and faces away from the opponent, leading the enemy to think that Lei is unprotected and prone. How wrong they are, as Lei can perform over seven distinct techniques from the position. Most are self-explanatory, but the Back Body Crushing Fall is particularly useful as it floats an adversary, and can thus lead to yet more Wulong punishment. The other move of note is the Back Body Sweeping Lower; a sweeping punch that isn't that exciting until you realise that this may hit up to five times in a row providing you keep down pressed and hammer away at the left punch. This is excellent for annoying your foe into an early death, and a very useful attack to remember.

Other excellent techniques of Lei Wulong's include the Boneshaker Attack; two damaging high kicks with a pause in between to allow a battered foe the chance to block before the second onslaught begins. The pause is necessary, as it allows an enemy to edge forward to try for a counter-attack, just before you wade in with a totally unex-



Repeated punching results in a blaze of fury from our Lei, who is confident in any situation thanks to his years on the Hong Kong police force. He can even take time to lie down on the job (top)!

HOLSTER THAT MAGNUM, LEI! YOU DON'T NEED IT!
*THE **FAST PUNCHING COMBO** TAKES OUT THOSE PERPS!*



LEI WULONG PERSONAL DATA

NATIONALITY CHINESE
FIGHTING STYLE CHINESE MARTIAL ARTS (KEMPO DERIVATIVE)
AGE 26
HEIGHT 175 CM
WEIGHT 65 KG
BLOOD TYPE A
OCCUPATION POLICE DETECTIVE (CENTRAL HONG KONG BRANCH)
PASTIME WATCHING MOVIES
ENJOYS SONY PRODUCTS
SUB-BOSS BRUCE IRVIN
STAGE SETTING HONG KONG ROOFTOP AT MIDNIGHT

During his time as one of the most respected Hong Kong police detectives, officer Lei Wulong has developed his own style of Kempo, and uses this to his advantage when facing the numerous criminals that plague his home metropolis. A spate of killings (including a particularly vicious attack on a group of stevedores known to Lei) lead to the investigation of Kazuya Mishima who was linked to various Triad and Mafia transactions across the globe. Lei's partner was dispatched to investigate, but his cover was blown on the flight to Kazuya's hideout, and a hired thug known as Bruce executed the unlucky police officer. Lei flew into an unspeakable rage, vowing to track down the centre of Kazuya's operations, and secretly planning to avenge his partner's death by any means necessary. To further this line of enquiry, he enters the second Rave War.

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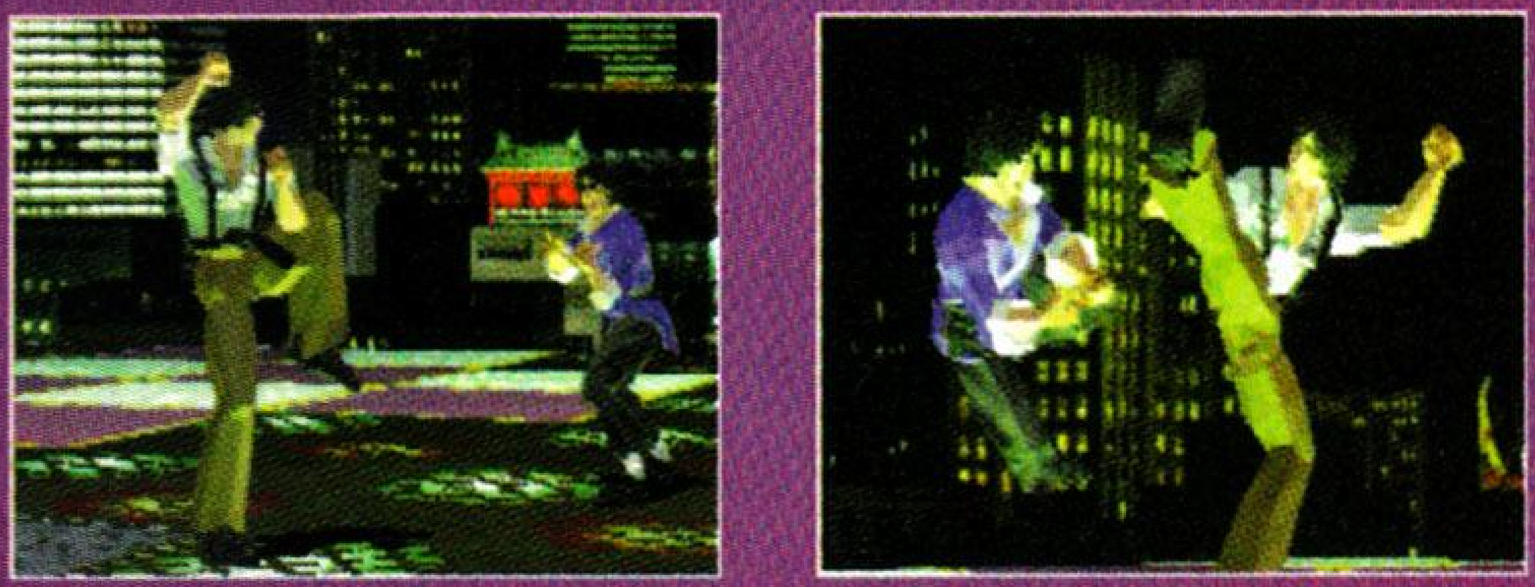
鉄拳 TEKKEN 2

START YOUR AWESOME GUARD IMPOSSIBLE QUICKLY, DETECTIVE! GO, COPPER! THEN SHATTER YOUR FOE WITH THE ***KINGFISHER SWIRLING LEG KICK!***

pected second power move. A similar move is the Crouching Tiger Mountain, and this is particularly useful to mix in with the Boneshaker as the Tiger Mountain finishes with a low rather than a high kick, meaning a foe can become horribly confused (and mangled) when a mixture of the two techniques are applied, as the foe isn't able to block convincingly. Finally, try one of the Swirling Wing Leg Combos, as the open nature of the combination allows you to add any of your own techniques should you wish to do so. With some practice, you can actually start this two stage attack and use it as a feint to move behind the enemy where some disgraceful antics may be commenced!

Lei also benefits from a phenomenal Guard Impossible known as the Kingfisher Swirling Leg. After Lei has balanced with a Sleeping Queen of Birds stance, he launches forward, somersaulting before bringing down a superbly-timed kick that staggers an opponent severely. Watch for that time delay, and try to time the move to hit a rising opponent for maximum damage potential. Lei also excels in making his opponent fall; either by a well-timed flying kick or else by leaving his enemy with no room to back up (by Playing Dead for example) after a similarly well-judged dashing pursuit. Choose whichever technique is easiest for you and perfect it! Finally, many of Lei's attacks work only when his back is turned, he is behind his foe, or else when he has chosen a trick manoeuvre to perform. Master these techniques, along with attacks that are quick and strong, and all future opponents may quake with fear at the mere mention of your expertise!!



The Sleeping Queen of birds is a most graceful stance (above), but can also lead to a most disgraceful display of bloodletting!

LEI WULONG PERSONAL DATA

FIGHTING DRESS CODE

COSTUME 1: *Navy blue long shirt with large white cuffs and black cord belt. Charcoal grey trousers with white socks and black shoes. Hair in ponytail tied with green band.*

COSTUME 2: *Chinese detective uniform; white open-collared shirt with rolled-up sleeves, braces and gun in holster with belt. Tan and slightly flared trousers.*

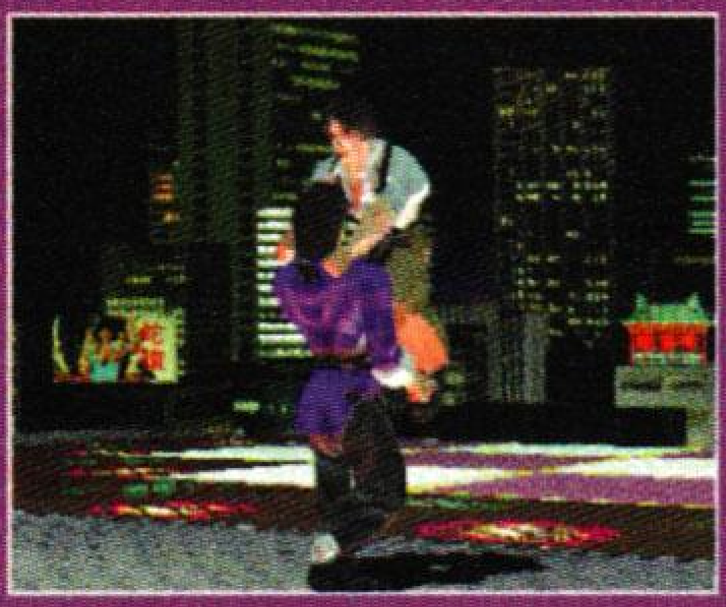
VICTORY POSES

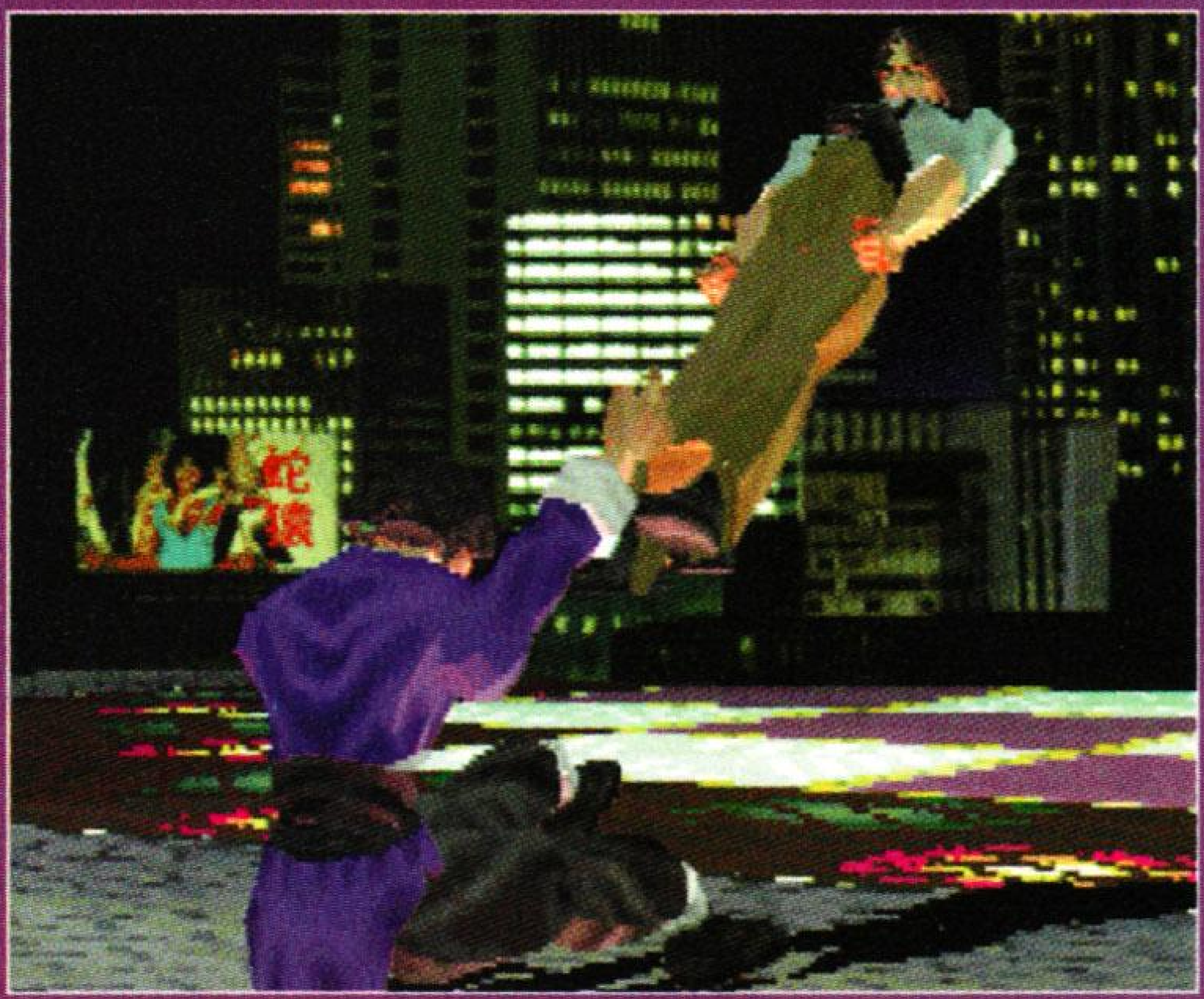
STANCE 1: *Lei commences a short Kemp routine, starting on his right foot, he lowers his arms and produces a swinging kick and a fighting grunt before placing his foot down and adopting another posture; legs in horse stance and arms ready to strike.*

STANCE 2: *Another Kempo form; this time he leans backwards before rising and stretching his arms upwards, then he staggers to the left, crossing his right foot and swinging his right arm into a steady stretching stance with both arms locked outwards.*

HOMELAND

On top of a skyscraper in downtown Hong Kong at night. The background shows the neon-lit and sprawling metropolis with numerous tall buildings, billboards and advertisements. The floor tiles constantly glow with different coloured lights and a large yin-yang symbol and chequered pattern covers most of the ground.





After a particularly heavy Flying Sky Kick (above), officer Wulong takes out his remaining aggression by dancing for the camera. During this time you can see Lei for what he really is; a superbly constructed polygon fighter (left)!

LEI'S FIGHTING TECHNIQUES	*TECHNIQUE CONDITION*	*DAMAGE*
PLAY DEAD	⬇ ○○/●●	
LEAPING BOW KICK	WHEN DOWN ○○/●●	25
LEAPING UP	WHEN DOWN ○○/●●	
SWALLOWS DANCE REAR SWEEP	WHEN DOWN ○○/●○ ○○/○●	15, 30
TURN AROUND	⬅ ○○/●●	
BACK BODY STRIKE	FROM TURN AROUND ●○/○○	12
BACK BODY SWEEPING LOWER	FROM TURN AROUND ⬇ ●○/○○	8
BACK BODY CRUSHING FALL	FROM TURN AROUND ○●/○○	20
BACK BODY THIGH MOVE	FROM TURN AROUND ○○/○●	15
BACK BODY TRIPLE FLIP	FROM TURN AROUND ○○/●● ○○/●● ○○/●●	15, 15, 15
BACK BODY SWALLOWS DANCE	FROM TURN AROUND ⬇ ○○/○● ○○/○●	15, 30
RAVE SPIN	↙ ○○/○● ○○/○●	15, 30
TURNING BODY ROAR OF RAGE	●●/○○	18, 18
SWIRLING WING LEG COMBO	○○/●○ ○○/○●	30
SWIRLING WIND LEG COMBO	➡ ○○/●○ ○○/○●	30
SCREAM MIDDLE KICK	➡ ●○/○○ ○●/○○ ●○/○○ ○●/○○ ○○/○●	10, 10, 10, 10, 20
SCREAM LOWER KICK	➡ ●○/○○ ○●/○○ ●○/○○ ○●/○○ ○○/●○	10, 10, 10, 10, 15
WOLF' S BONESHAKER ATTACK	➡ ○○/○● ●○/○○ ○●/○○ ○○/●○ ○○/○●	25, 12, 12, 20, 20
WOLF' S CROUCHING TIGER	➡ ○○/○● ●○/○○ ○●/○○ ○○/●○ ⬇ ○○/○●	25, 12, 12, 20, 10
BONESHAKER ATTACK	➡ ○○/●○ ○○/○●	35, 20
CROUCHING TIGER MOUNTAIN	➡ ○○/●○ ⬇ ○○/○●	35, 20
EMPTY CIRCLE LEG MOVE	○○/●○ ○○/●○ ○○/○●	25, 20
LIGHTNING KICK	HOLD FORWARD ○○/○● ●○/○○ ○●/○○ ○○/●○	35, 12, 10, 20
LIGHTNING MIDDLE KICK	HOLD FORWARD ○○/○● ●○/○○ ○●/○○ ○○/○●	35, 12, 10, 15
FLOWING THIGH MOVE	○○/○● ○○/●○	25
FACE SMASH DROP	FROM BEHIND ●○/●○ OR ○●/○●	45
GUARD STRIPPER	➡ ○●/○○ ●○/○○ ○●/○○ ●○/○○	
NECK WRINGER	NEAR OPPONENT ○●/○●	30
FLYING SKY KICK	NEAR OPPONENT ●○/●○	40
VENGEFUL KNOCKDOWN	➡ ➡ ●●/○○	30
1. SLEEPING QUEEN OF BIRDS	⬅ ●○/○●	
KINGFISHER SWIRLING LEG	DURING 1. ○○/○●	90
HAWKS CLAW COMBO KICK	DURING 1. ○○/●○ ○○/●○ ○○/●○ ○○/●○	15, 15, 15, 15
PROSTRATE FLOWING THIGH	WHEN DOWN FACING FORWARD ○○/○● ○○/●○	25
PROSTRATE SWEEPING KICK	WHEN DOWN FACING AWAY ○○/●○ ○○/○●	15
TURNING FACE DOWN	WHEN FACE UP ⬇ ●○/○○	
TURNING FACE UP	WHEN FACE DOWN ●○/○○	
FLYING HAWK ATTACK	➡ ➡ ➡ ○○/●○	30
SLEEPING SLIDE	WHEN DOWN FACING AWAY ○○/○● ○○/●○	15
MOMENTARY COMBO	○○/○● ○○/○● ○○/●○ ○○/●○	7, 7, 35

MICHELLE CHANG

NATIVE AMERICAN NOMAD

"KAZUYA THINKS HE CAN STEAL THE TREASURE OF MY PEOPLE AND KIDNAP MY MOTHER! HOW WRONG HE IS!"

"GET THAT BLOATED AND EVIL SUMO AWAY FROM ME, OR I'LL BURY MY AXE IN HIS SKULL!"

Hello boys! As you can see, Michelle has, er, developed into something of a force to be reckoned with. And a rather interesting fighting attire, too.

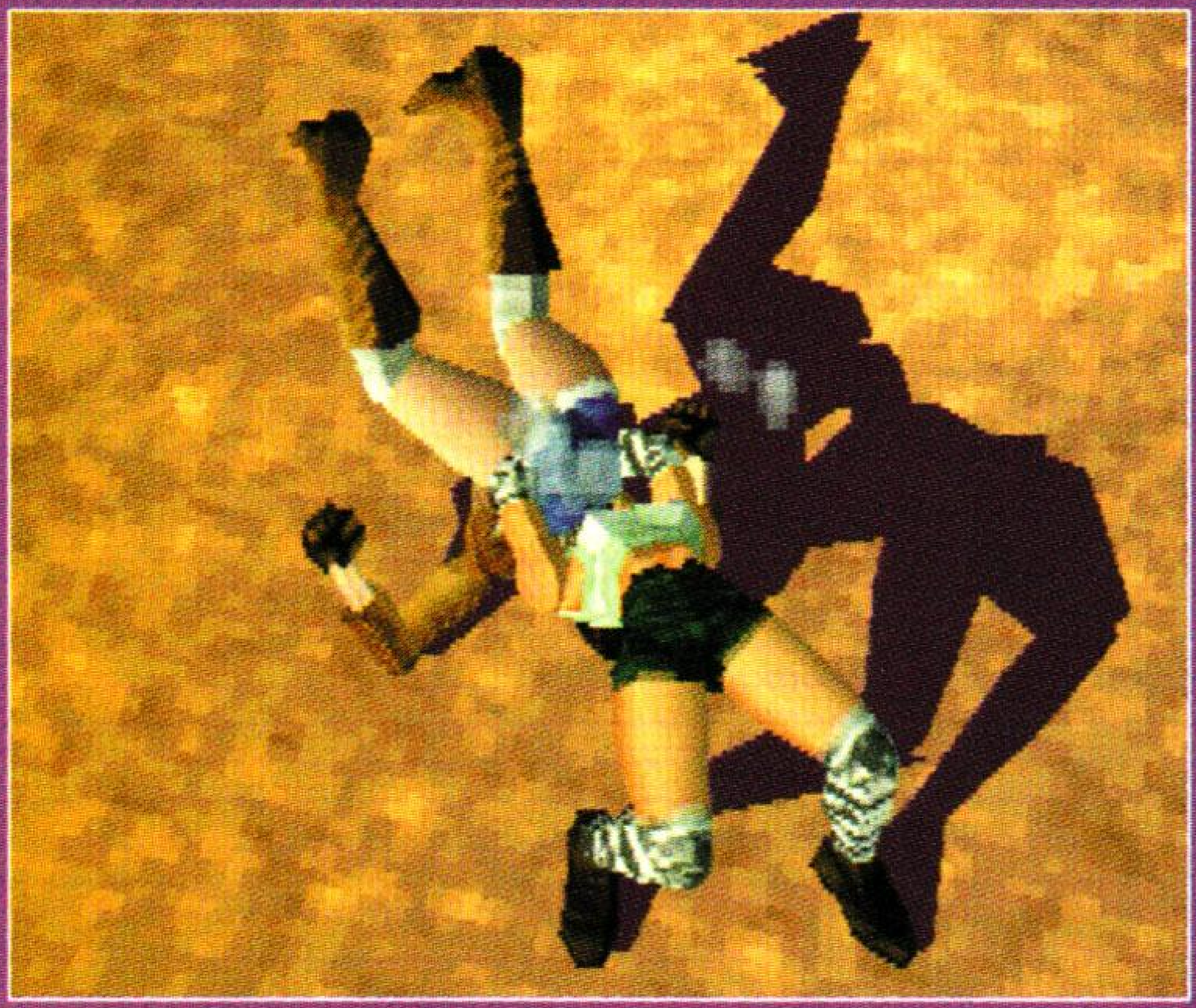
With the spirit of the Buffalo and the fate of her mother to consider, Michelle Chang has rightly matured into a deadly opponent with extra moves aplenty. Apart from this maturity, Michelle's dress sense has at last taken her into the 1990s, as her second costume sees her sporting the 'Woman about to inflict crushing damage' look, complete with vest top and zebra stockings. Once fuelled up into a combat based rage, she can easily out-perform her opponents with quick leg attacks that sweep and then change to a high hit, or else go for more powerful moves that can knock an opponent across the battlefield with one hit.

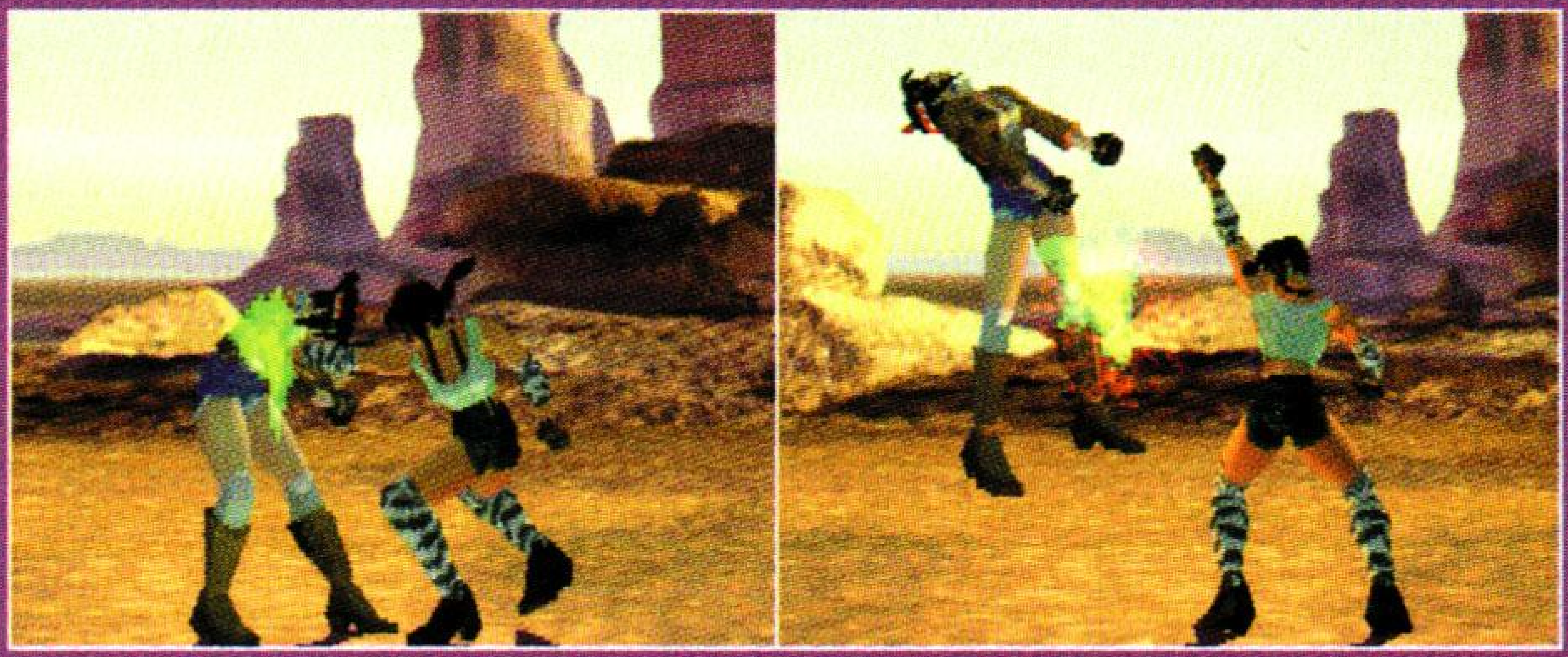
When commencing your quest for Michelle-based knowledge, it is worth noting that a good mixture of low sweeps and turning combinations (where she skips to the side of the opponent before unleashing a deadly attack to the flank) is excellent to begin with, and you should follow this with her stunning moves where she plants a couple of linked fists into the opponent and takes the wind from their sails. Her three hit foot attacks are amongst the fastest and deadliest in the whole game, not least because she uses her Kempo to hit low and then high with the majority of her kicks. This gives the Michelle player a chance to vary the height of her kicks, and makes her attacks very difficult to block effectively.

Michelle also benefits from her Unblockable attack, which she obtained during her training for the first Iron Fist competition. Backing up like a trapped water buffalo, our Native American beauty elects to charge forward with a strike powerful enough to separate the jaws of her victim. This charging strike is accompanied by Michelle's trademark explosion, which in this case happens to be a red and blue energy pulse of ultimate power (it is worth noting that Wang's energy pulse is much the same, but his is of the purest blue, and shows that Michelle has determination, but must spend a greater proportion of her life channelling her Chi energy in order to inflict the greatest damage she can).

Another excellent addition to Michelle's fighting style is her ability to float an enemy using her uppercuts. Start low with a kick that an opponent should block at low level, but finish with a high punching strike that will leave a nasty taste in the victim's mouth (usually the blood from their own tongue). Once in the air, the options are pretty much open to you, as many of the moves from the list to the right may be employed to halt a descending foe from hitting the ground before they receive a little extra punishment. We'll be covering Michelle's floating abilities next month, so for the moment, look to the screenshots to decide exactly how to time your attacks.

THE **FISHERMAN'S SUPLEX** SOON SORTS OUT WHO HAS THE BACKBONE TO CONFRONT THE SQUAW OF TERROR!

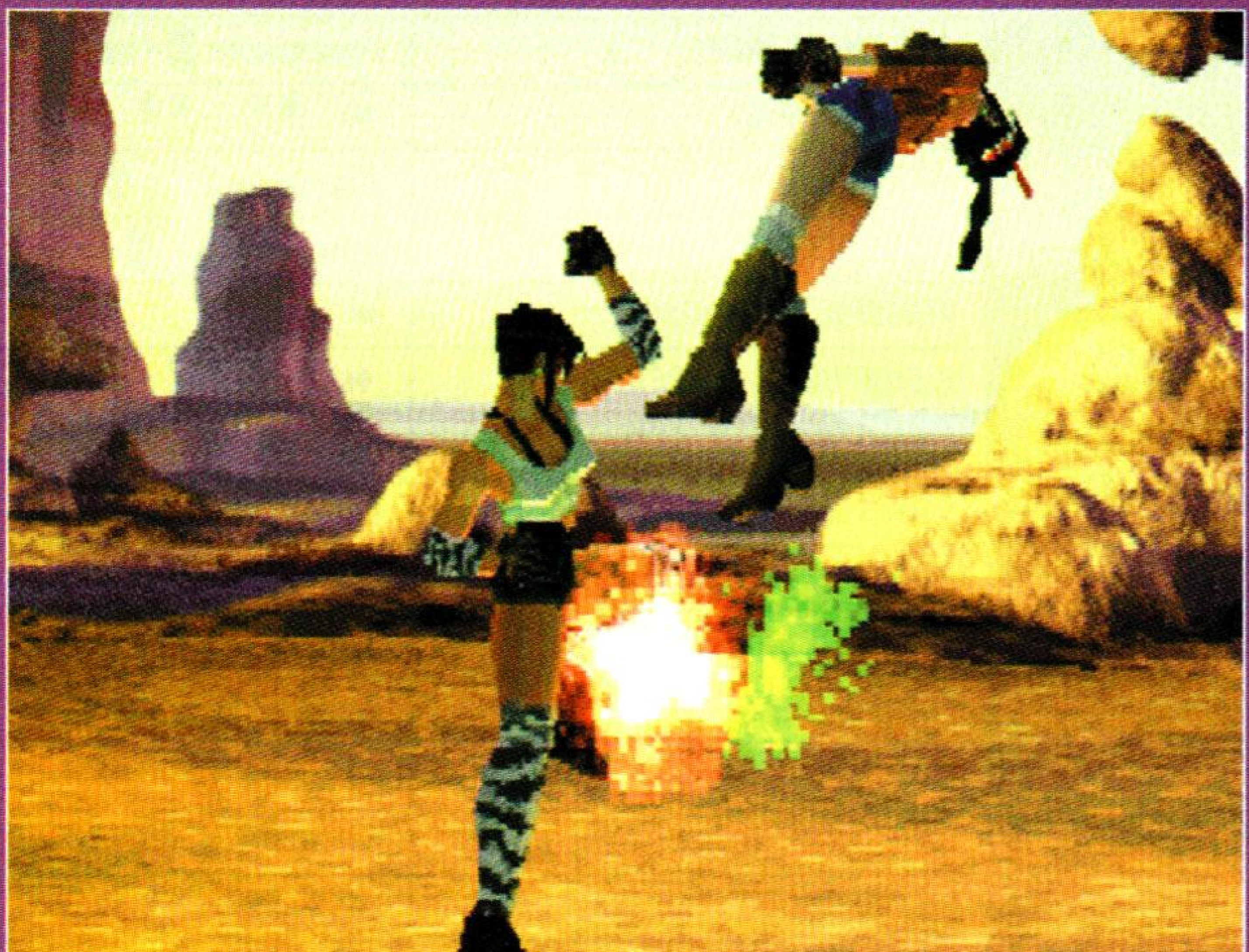


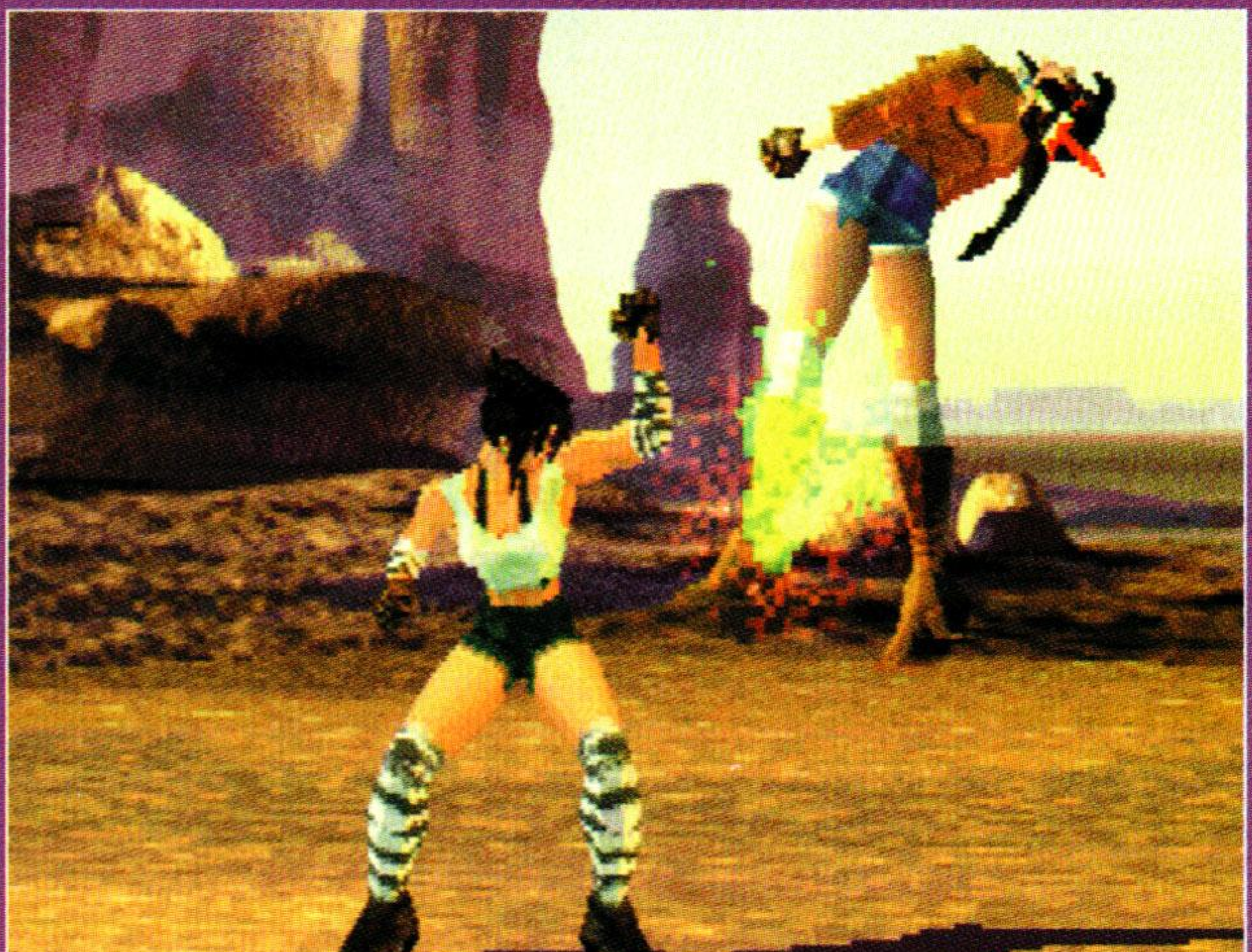


MICHELLE CHANG PERSONAL DATA

NATIONALITY AMERICAN
FIGHTING STYLE VARIOUS CHINESE MARTIAL ARTS (MAINLY KEMPO)
AGE 20
HEIGHT 163 CM
WEIGHT 53 KG
BLOOD TYPE B
OCCUPATION HUNTER
PASTIME TRACKING AND HUNTING
ENJOYS WATCHING BUFFALO, THROWING HAND AXES
SUB-BOSS GANRYU
STAGE SETTING ANCESTRAL BURIAL GROUND AT HOWLING WOLF CANYON

Michelle Chang's upbringing in her Native American reservation was influenced by an old Chinese gentleman who taught her the art of Kempo. Michelle's parents were deeply spiritual people, and she learned knowledge from both her Native American father and Chinese mother. By puberty, her father had divulged knowledge of his tribe's ancient Native American treasure, but despite playful pleadings, he never revealed the exact location until her eighteenth birthday, when he presented her with a priceless pendant engraved with the treasure's whereabouts. Soon afterwards, Heihachi's men kidnapped her father and tortured him to death in a quest for answers, and this leaded her into an intensive training regime for the first Iron Fist competition. With Kazuya now at the head of the zaibatsu, a new terror seeks this elusive tribal treasure, and Kazuya's agents take Michelle's mother, hoping she will reveal the secret. Desperate to rescue her, Michelle enters the tournament for the second time.





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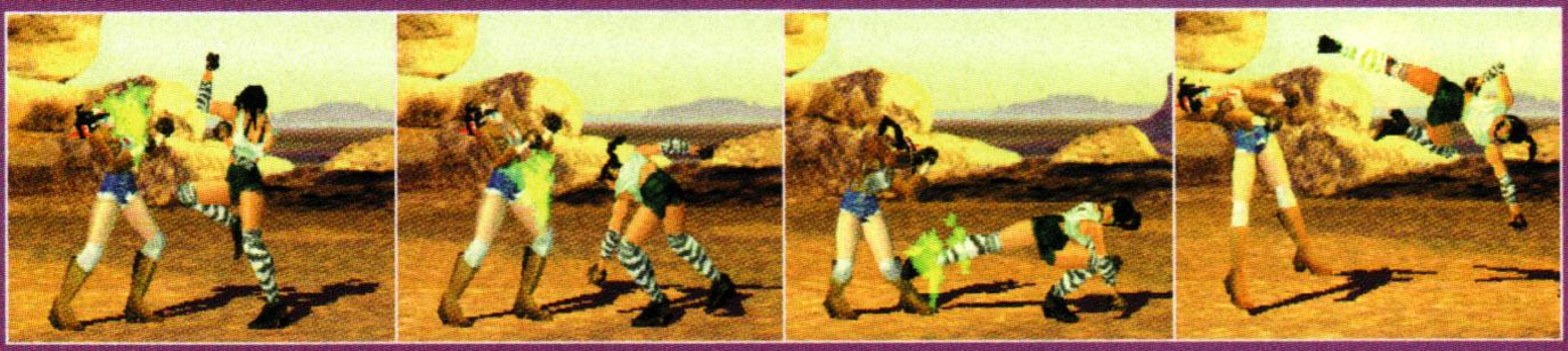


A QUICK **FOUR-HIT COMBO** SHOWS YOUR ASSAILANTS WHO'S BOSS! PILE ON THAT PRESSURE AND YOUR ENEMY WON'T GET A HIT IN!

鉄拳 TEKKEN 2

Michelle also has a new throw which is absolutely devastating to behold! By focussing her mind and channelling her thoughts, she performs a complex twisting manoeuvre with her hands that causes her victim to go through various constrictions, Michelle stifles a laugh when she opens her eyes and looks at the strange contortions of her opponent's face, before lifting them up and over her head by their (now broken) arms. Once in the air, she brings them down to earth with a sickening thud, before rising ready to dish out more punishment. "Shall we dance again?" she asks. "Splutter cough gnnaaakkk!!" replies her opponent, coughing up blood and teeth.

Once you've mastered Michelle, you can control one of Tekken 2's finest fighting vixens. Ever so popular in Japan, the Native American Whirlwind and Marshall Law have remained at the top of Japanese gamers' charts for months, and when you use Michelle in battle you begin to realise the immense skill that she is blessed with. With your help, she may just succeed in finding her beloved mother and inflicting some major hurting along the way!

MICHELLE'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
FISHERMAN'S SUPLEX	NEAR OPPONENT (○●/○●)	35
FRONT SUPLEX	NEAR OPPONENT (●○/●○)	35
GERMAN SUPLEX	AFTER 3. (●●/○○)	45
THROUGH THE HEAVENS SHOT	(●○/○○) (●○/○○) (●○/○○)	10, 8, 21
THROUGH THE HEAVENS SHOT	↘ (●○/○○) (●○/○○)	12, 20
FRONT THIGH BEAT	WHILE CROUCHING (○○/○●)	15
FRONT CROSS CATCH BEAT	WHILE CROUCHING (○○/○●) (●○/○○)	15, 25
FRONT FAN THIGH BEAT	WHILE CROUCHING (○○/○●) (○○/○●)	15, 20
FRONT CONTINUE THIGH BEAT	WHILE CROUCHING (○○/○●) ↓ (○○/○●)	15, 10
BLUE EMPTY CANNON SHOT	WHILE GETTING UP (○○/○●)	20
EXTREME SWAY STEP	DURING HIGH JUMP (○○/●●)	35
1. CUT DOWN	WHILE GETTING UP (○●/○○)	18
DOWN THROUGH THE HEAVEN SHOT	DURING 1. (●○/○○) (●○/○○)	18, 15, 20
PUSH WITH PALMS	(●●/○○)	30
2. COLLAPSE DOWN	↘ (○●/○○)	15
COIL TWINE COLLAPSE DOWN	DURING 2. (●○/○○)	30
BUMP THIGH	↘ (○○/●○)	15
3. REAR CAPTURE	(○●/○○) AFTER HIT ←	12
4. REAR THIGH BEAT	WHILE CROUCHING ↘ (○○/○●)	12
PIERCING BOW THIGH	DURING 4. (○○/●○)	25
END CAUSING THROUGH THE HEAVEN	→ (●○/○●)	50
FULL NELSON SUPLEX	NEAR OPPONENT ↘ (●●/○○)	55
GERMAN SUPLEX	FROM BEHIND (●○/●○) OR (○●/○●)	40
CHANGE POSITION THIGH	(○○/●●) (○○/○●)	20
TIGER ELBOW	→ → (●○/○○)	12
QUICK STEP PALM FIST	↓ ↘ (●○/○○)	12
CONTINUAL FIST	(●○/○○) (○●/○○)	10, 10
QUICK STEP COLLAPSE ELBOW	↓ ↘ (○●/○○)	18
CUTTING DOWN COLLAPSE ELBOW	WHILE GETTING UP (○●/○○) (○●/○○)	18, 30
SPEAR BOW THIGH	↘ (●○/○○) (○○/○●) (○○/●○)	12, 12, 25
CUT ATTACK	(●○/○●) (○○/●○)	12, 12, 26
CONTINUAL FIST CUT DOWN	(●○/○○) (●○/○○) (○○/○●) (○○/●○)	10, 8, 12, 25
CUTTING DOWN THROUGH THE HEAVENS	(○○/●○) (○●/○○)	18
CONTINUAL FIST LOWER KICK	(●○/○○) (○●/○○) (○○/○●)	10, 10, 20
CUTTING DOWN PIERCING BOW	WHILE GETTING UP (○●/○○) (●○/○○) (○○/○●) (○○/●○)	18, 15, 12, 25
CUTTING ATTACK ELBOW COLLAPSE	(○○/●○) (○●/○○) (○●/○○)	18, 30
SPEEDY FRONT CONTINUAL THIGH BEAT	(○○/○●) (○○/○●) (○○/○●)	20, 15, 20
SPEEDY FRONT CROSS CATCH BEAT	(○○/○●) (○○/○●) (●○/○○)	20, 15, 25
TIGER CONTINUAL ATTACK	→ → (●○/○○) (○○/○●)	12, 12
HEAVEN CANNON	→ (●○/○○)	21

Queen of the suplex, Michelle shows off her new variant, much to the displeasure of her twin, despite only moderate damage (above).

MICHELLE CHANG PERSONAL DATA

FIGHTING DRESS CODE

__COSTUME 1:__ Brown suede jacket and white vest, brown leather gloves, blue cut-off shorts and brown knee cowboy boots with white knee tights. Blue neck band, green earrings and head band with feather. Hair in two side plaits and ponytail.

__COSTUME 2:__ Pastel green vest top with black sports bra, brown leather gloves, bottle-green cut-off shorts and dark brown suede shoes with zebra striped knee-high tights. Zebra striped arm bandages. Green earrings, hair in two side plaits and ponytail.

VICTORY POSES

__STANCE 1:__ She leaps into the air, tucking her legs in as she somersaults, landing expertly and immediately sliding down into a stretching stance over her left knee; right arm bent.

__STANCE 2:__ She leaps forward, punches the air twice with her right fist before finishing with a yell and a left punch skyward.

__STANCE 3:__ She faces forward before turning to look behind her, raising her left arm. Then she spins around, sweeping her left arm round and upwards in a defensive motion.

__STANCE 4:__ She leaps upwards, twisting to her right whilst uppercutting with her left arm. Then then lands, crouches and looks skywards, clasping her hands in prayer.

HOMELAND

Amongst the valley of her ancestors is a sacred burial spot. Towering sandstone formations reach upwards, with the many loose boulders catching the dying rays of the setting sun, and bathing the rocks in a purple sheen.

YOSHIMITSU

MECHANISED NINJA WARLORD

"The bladed 'Yoshimitsu' HUNGERS for the taste of Mishima blood!!"

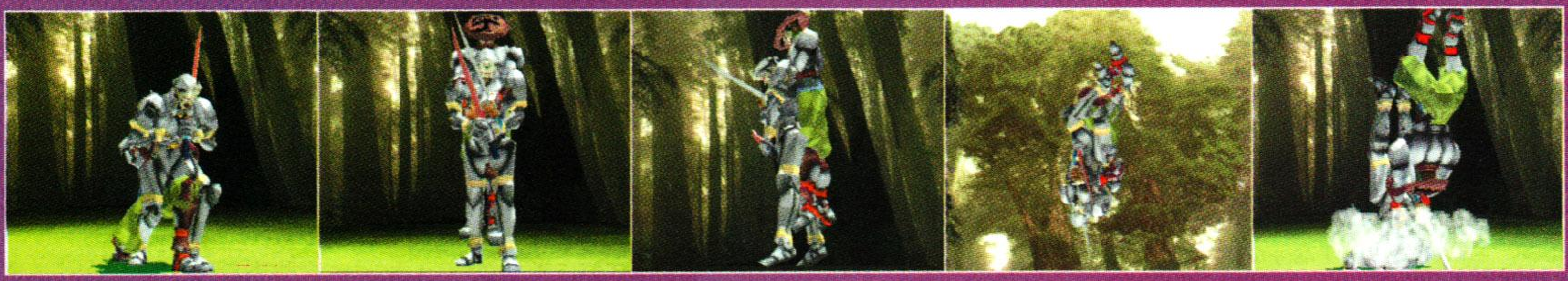
"Where is my cybernetic scientist?! Answer me Kazuya, or i'll FEAST on you entrails!"

A sword attack which shreds instead of stabbing is the Windmill (below).

Yoshimitsu is a very frightening and unconventional character, even more so in Tekken 2 as his sword (also known as 'Yoshimitsu') is wielded with even more precision, leading to even greater stabbing (and scarring) potential than ever before; whilst Yoshimitsu's unorthodox fighting style has been further added to. This devil in human form is perhaps one of the most flamboyant characters in the game, having learned a couple of marvellous leaping throws and another variation on the Stone Fist, and with practice you can pull off some of the most athletic manoeuvres of the whole game.

To start Yoshimitsu's weird and wonderful repertoire off, a mention must be made of his new six hit rotating movement, the Slap-U-Silly. Our masked ninja of death squats down slightly with his right arm outstretched, and begins to spin, moving towards the victim like a metallic whirlwind, and knocking him up to six times before Yoshimitsu comes to a dizzying halt. This hits deeper than the Stone Fist (although it is not as damaging), and betters the rotating leg sweep (known as the Ninja Arts Swastika Swap). With truly masterful timing, any of these techniques may be intermixed for a combination that an opponent cannot block without lightning reactions.

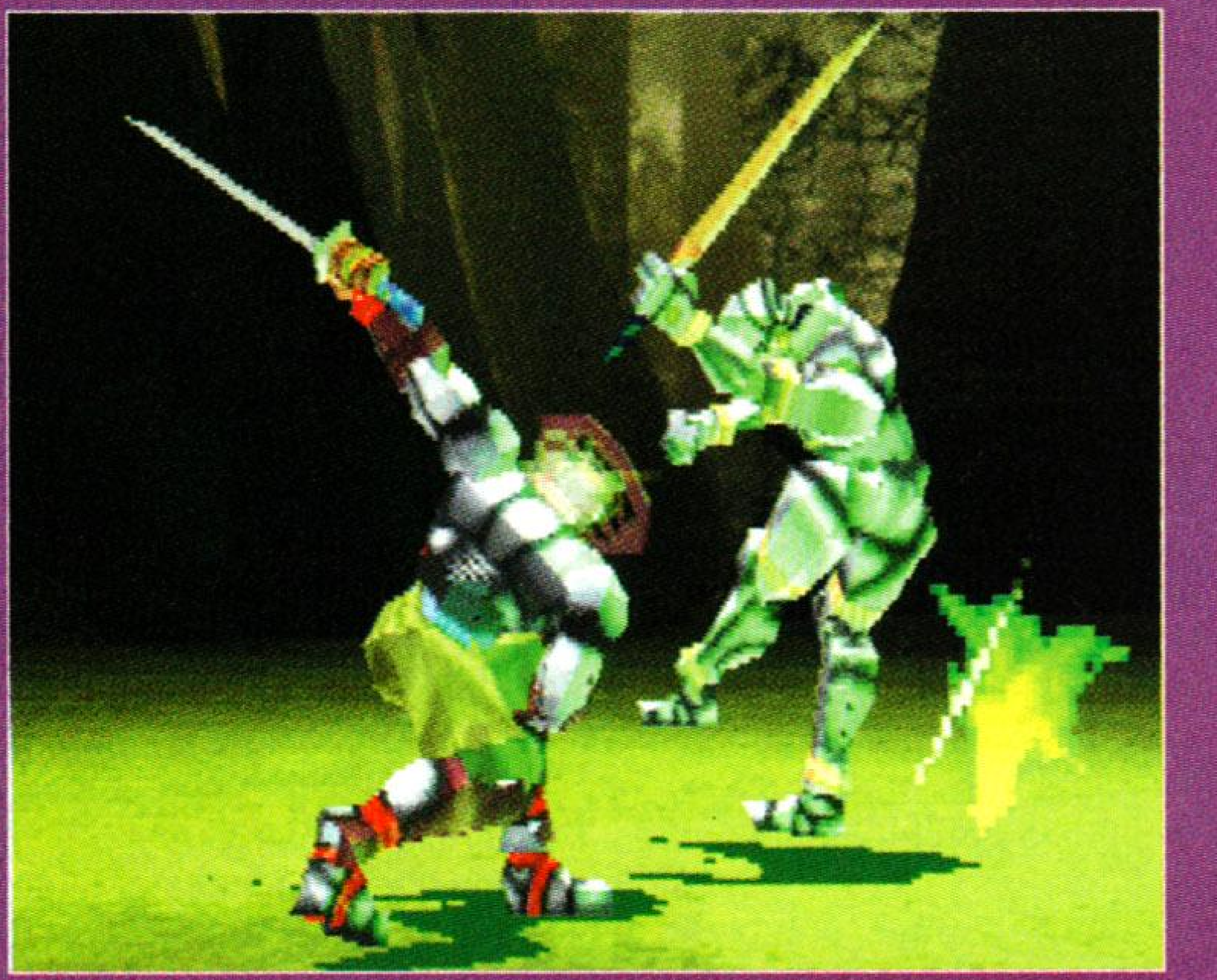
*The **NINJA ARTS WIND GOD** shows just how outrageous the space ninja has become!!*



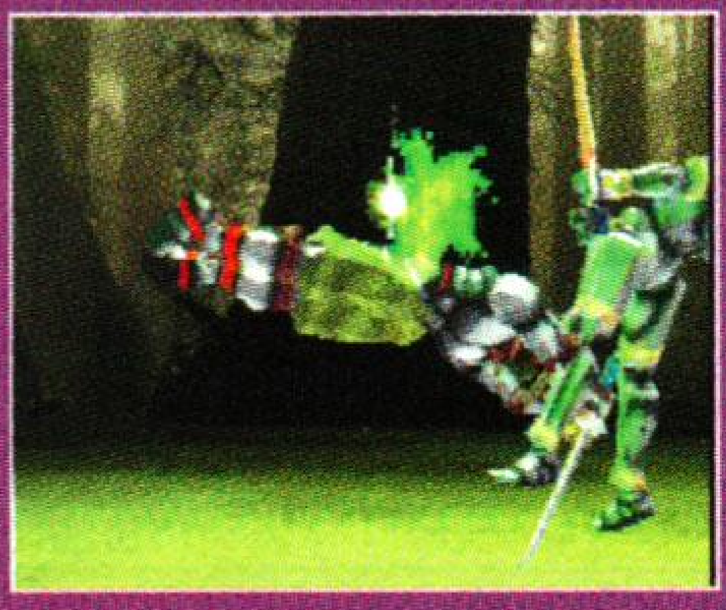
YOSHIMITSU PERSONAL DATA

NATIONALITY NONE
FIGHTING STYLE SWASTIKA NINJA ARTS
AGE UNKNOWN
HEIGHT 178 CM
WEIGHT 63 KG
BLOOD TYPE O
OCCUPATION LEADER OF THE 'SWASTIKA' (A POSSE OF NINJA BANDITS)
PASTIME WATCHING SUMO WRESTLING
ENJOYS PLAYING VIDEO GAMES
SUB-BOSS KUNIMITSU
STAGE SETTING HAUNTED FOREST GLADE

Leader of the Swastika clan of ninja bandits from a remote mountain region, Yoshimitsu is reputed to have clawed his way out of the bowels of the earth to lead the posse of outlaws from relative obscurity. Now the Swastika ninjas descend from their mountain hideouts to rob and pillage, distributing their gains amongst the poor villagers of nearby hamlets. After dismissing a young female assassin from his ranks for stealing, Yoshimitsu plans a more difficult mission; attempting to infiltrate the soviet laboratory of Dr Bonsconovich (the scientist responsible for creating the Jack murder robots) to steal the infinite energy engine that Jack-2 is powered by. Unfortunately, his team was spotted and military security lasers cut Yoshimitsu's left arm off in the frenzy to escape. The mission proved to be a partial success, as the scientist accompanied the ninja unit out of the Akihabara and even fitted a cybernetic arm to Yoshimitsu. It was when Kazuya's men kidnapped the doctor that Yoshimitsu flew into a rage, and has entered the second competition to free his valuable scientist.



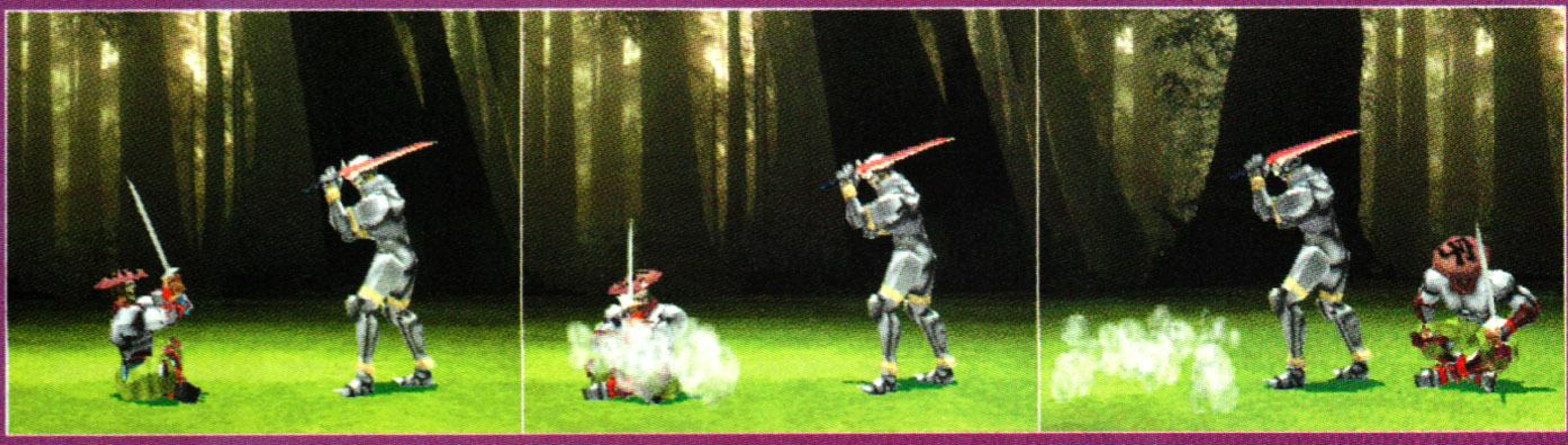
Once you've infuriated your fellow player by your rotating antics, you may wish to embarrass them further by knocking them the other way with the Swastika Back Fist. The Back Fist is an essential move to learn, as not only does it confuse the opponent, but it leaves them open for Yoshimitsu to grab them and execute the Ninja Arts Wind God; the most devastating reverse throw in the entire game! The Ninja Arts Wind God sees Yoshimitsu grabbing his opponent and springing high into the air, twisting them about before plummeting to the earth headfirst, causing the victim to land on their neck with great impact. Another quick move to learn is the Storm (or Fubuki) whereby our masked assailant knees his opponent in the midriff. Depending on your distance away, the Storm can knock a foe off their feet or leave them standing; it all depends on how close in you are.



Next on the list for this mechanised ninja is the Grass-Mowing Cannon - a technique that is summed up marvellously by the name - as Yoshimitsu's three stage movement sees him skimming around the earth in a spinning frenzy. The first two attacks are the Solar Kick and the Shark Attack that Yoshimitsu has refined from the first competition, and hit first at mid-level and then at head height before the third and final thrust. This has Yoshimitsu bending and then thrusting both legs into his foe from a headstand, and the impact of this hit sends the victim flying into the air. With an excellent floating potential, this attack is only marred by the slowness of the Solar Kick, so watch your timing carefully.

Moving on to yet more bizarre movements, Yoshimitsu other-worldly techniques actually enable him to heal himself during bouts of fighting. This is achieved by first performing the Manji-agura Swastika Crouch, whereby Yoshimitsu sits cross-legged on the ground and waits for you to realise down on the joypad, after which he initiates the Thousand Sensations; positioning his sword vertically and thrusting it upwards on short bursts. For every three thrusts, Yoshimitsu gains a small amount of energy, and this may continue until he is interrupted. Once sat cross-legged, you may hold down on the joypad to postpone your trance heal (although why remains a mystery),

*Pray to dark gods and heal yourself with the demon weapon! The **MANJI-AGURA CROUCH** is your ritual!*



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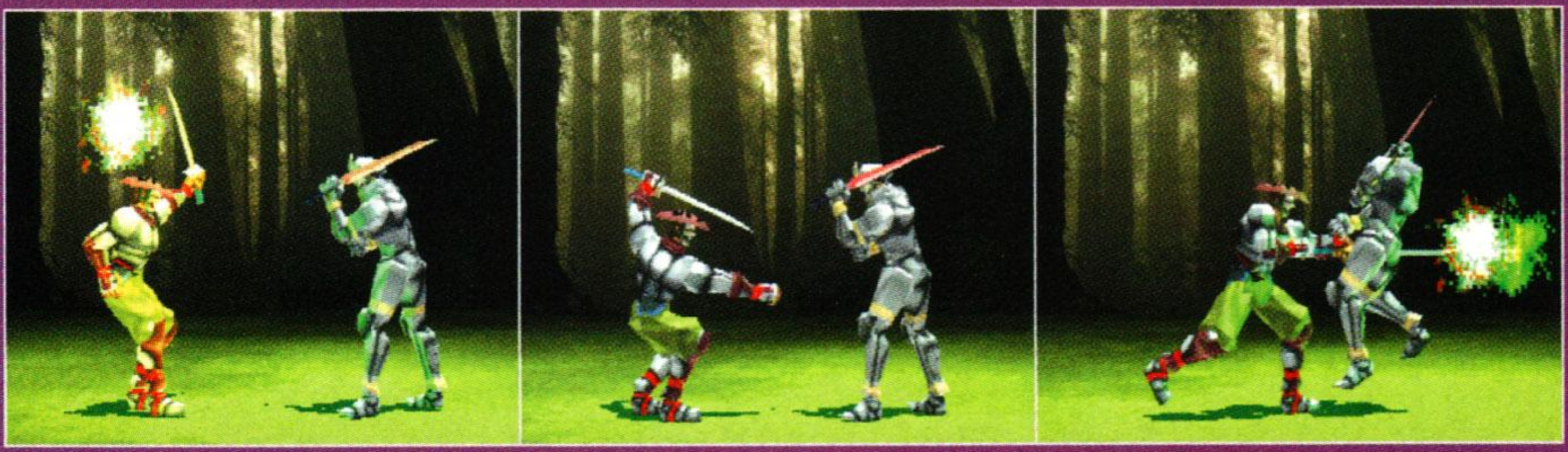
鉄拳 TEKKEN 2



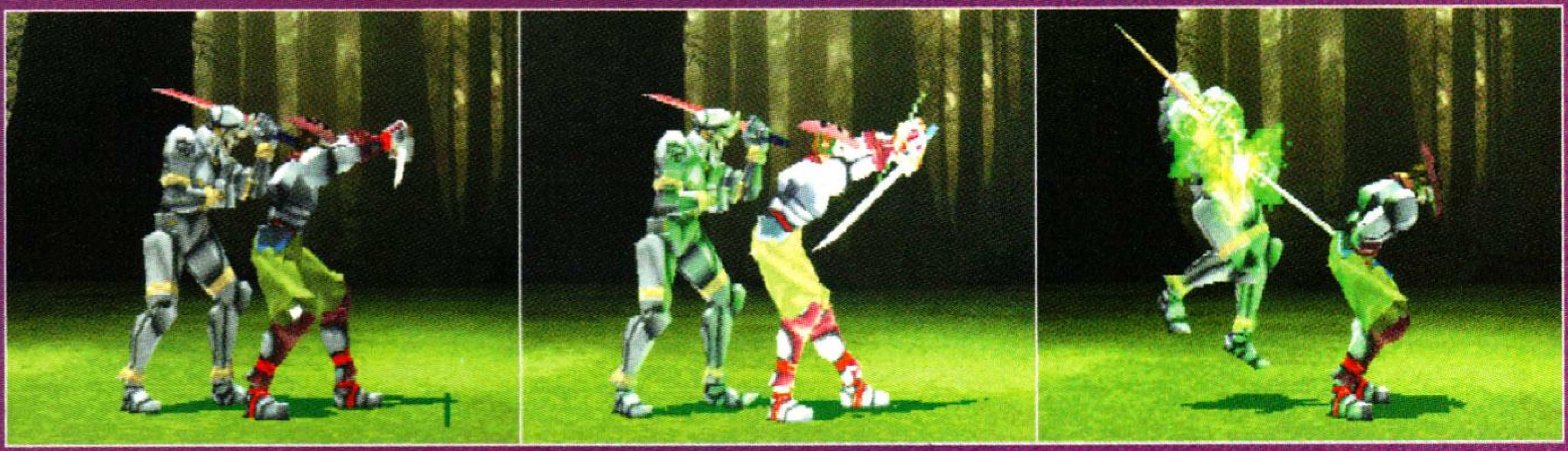
and once you've had your fill of energy, you can either stand upright (by pressing up or down), or teleport to an upright position by pressing forward or backwards (in a move known as Sengaku-Bukuubu). Yoshimitsu only teleports if he positions himself near to a backward facing foe.

Last on the list of supernatural moves is the Karin Flower Wheel, where Yoshimitsu shifts his axis and spins about his opponent in a haze of magical dust. This can be attempted anywhere, and with repeated hitting of the buttons, Yoshimitsu can teleport almost 90 degrees to the left of his assailant (before dizzying himself after six spins). This makes Yoshimitsu almost untouchable in the hands of an expert, but it is worth remembering that this teleportation skill drains lifeforce from Yoshimitsu's spirit, and every spin causes damage. This move is for confusion and attacking an opponent's exposed flank, and is most useful to dodge an incoming technique before retaliating with a murderous backlash.

Of course, the robotic bandit lord wouldn't be complete without his full compliment of bladed techniques, and Yoshimitsu doesn't disappoint. Many of these moves are unblockable, most are very quick, and some inflict terrible injuries that pierce and slash. A new and awesome Guard Impossible technique from the weird and wonderful ninja is the Flying Air-Attack Fist and Death Copter . Yoshimitsu takes to the air by using his weapon to keep him airborne. He gently floats down until over the enemy and then draws his sword back and falls back to earth, bringing the blade down onto the awed enemy. This move has a fair range, but damage is upped considerably with a close and direct hit, so time your descent from the skies carefully. A variant of this is the Death Copter, which is visually similar but lacks the end slash and is mainly used to cover distances. Once near to the enemy, wait until a mistake is made, and fall to the ground to start an immediate counter-attack.

An account of Yoshimitsu's moves wouldn't be complete without a mention of his seppuku moves; the strangest techniques ever seen in Tekken 2. These are known as No Confusion and No Grief. No Confusion sees Yoshimitsu twist round until he stands next to his opponent (facing away from them). At this time (and providing your opponent is slow enough) you may execute (literally) No Grief, where Yoshimitsu raises his sword and thrusts it into his guts, inflicting terrible damage on himself. The move is unblockable, and is only used by truly seminal Yoshimitsu players to score an unbelievable victory from the jaws of death. We'll leave it up to you to figure out exactly how No Grief is employed...

THE BANDIT EMPEROR HAS THE STRANGEST MOVE IN THE ENTIRE GAME! EXECUTE YOURSELF WITH ***NO GRIEF!***



End Yoshimitsu's teleport behind your foe and quickly execute the Ninja Arts Wind God (below).

YOSHIMITSU'S PERSONAL DATA

FIGHTING DRESS CODE

COSTUME 1: *Silver and brown segmented metallic body suit, robotic left arm tied with red scarves, green knee trousers with blue looped ropes, brown knee guards. Silver 'Yoshimitsu', white devil mask and light brown traditional samurai hat.*

COSTUME 2: *Silver and fawn segmented metallic body suit, robotic left arm, signature on right shoulder. Red 'Yoshimitsu', white devil mask with larger incisors.*

VICTORY POSES

STANCE 1: *He swings 'Yoshimitsu' downwards to his side before bringing it over his head and out to the side in a defensive manner. 'Yoshimitsu' glints as Yoshimitsu utters a growl.*

STANCE 2: *He faces forward, head bowed before sitting down cross-legged with 'Yoshimitsu' held horizontally in front of him. He then raised his head and grunts.*

STANCE 3: *He hops forward on his left leg before placing both feet wide apart and raising both arms outwards. He then grunts and sways from side to side, twisting his head about.*

HOMELAND

Echoing spirits murmur in the wind, whilst the fight takes place in a glade lit by rays of sunlight pushing through the woodland canopy. A circle of lush green grass illuminates and dark and ancient trees twist and sway in this uneasy forest atmosphere.

YOSHIMITSU'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
SHIZUKU - DROP	Near opponent ○●/○●	30
FUTABA - DOUBLE BLADE	Near opponent ●○/●○	35
1. SOLAR KICK	→ → ○○/●●	40
SHARK ATTACK	During 1. ●●/○○	40
STONE FIST	← ●○/○○ x 6	10, 10, 10, 10, 10, 10
1. NINJA ARTS SWASTIKA SWAP	↙ ○○/●○ x 5	12, 7, 7, 5, 5
TRIPLE SCATTERED FLOWER	○○/○● ○○/○● ○○/○●	20, 20, 20
POISON WIND	↗ ○○/●●	30
FUBUKI - STORM	→ → ○○/○●	20
TREE-FELLING KICK	During 1. → ○○/○●	12
DEATH SLASH	↙ ●○/○○	15
DESPERATE SCREAM FIST	← ← ●○/○○	90
ZIGZAG	○○/●○ ○○/○●	35, 30
KNEE CAP	↓ ↘ ○○/●○	12
PK COMBO	○●/○○ ○○/●○	12, 30
PDK COMBO	○●/○○ ↓ ○○/●○	12, 17
2. MANJI-AGURA CROUCH	↓ ○○/●●	
3. THOUSAND SENSATIONS	Energy recovery during 2.	
4. DEATH-COPTER	↗ ○○/●●	
FLYING AIR-ATTACK FIST	During 4. ↓	25-40
WINDMILL	← ← ●○/○○ ●○/○○	30
SLAP-U-SILLY	↙ ○●/○○ x 6	10, 10, 10, 10, 10, 10
MADOI-NASHI - NO CONFUSION	→ → ●○/○●	100
MADOI - CONFUSION	→ → ●○/○●	
NINJA ARTS WIND GOD	From behind ●○/●○ or ○●/○●	70
UREI-NASHI - NO GRIEF	↓ ●○/○●	60
SAMURAI CUTTER	While crouching ↙ ← ●○/○○	30
NINJA ARTS WATCHTOWER FALL	Near opponent ↓ ↙ ← ●●/○○	50
HYUUGA CANNON	○○/○● ○○/●○	30
KARIN - FLOWER WHEEL	← ○○/●● x 6 Move depletes life gauge	
SENGAKU-BUKUUBA	During 3. ←	
CONTINOUS HELL FIST	↙ ●○/○○ ↙ Release joystick to cut	15
GRASS MOWING CANNON	→ → ○○/●● ●●/○○ ○○/●●	40, 40, 30
SWASTIKA BACK FIST	→ ○●/○○	12

NINA WILLIAMS

SILENT STALKING ASSASSIN

"ONE TWIST FROM THESE THIGHS AND YOU'LL BE CRYING OUT IN AGONY!"

"YOU'LL FIND IT HARD TO FIGHT AFTER I'VE CRUSHED YOUR PELVIS!"

Nina Williams Personal Data

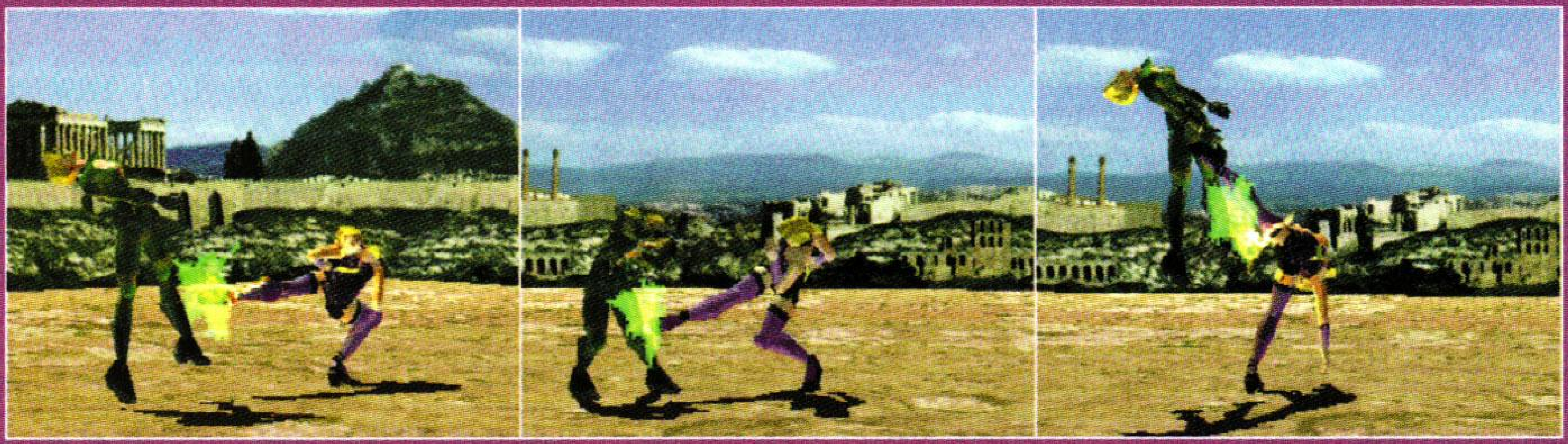
Nationality Irish
Fighting Style Bone martial arts and Akido
Age 22
Height 161 cm
Weight 49 kg
Blood Type A
Occupation Professional hitwoman and assassin
Pastime Travelling
Enjoys Tom (from Tom and Jerry), milky tea, scotch whisky
Sub-Boss Anna Williams
Stage Setting Ruined Grecian Acropolis

Nina fled from her native Ireland after numerous disputes with her younger sister. She travelled the world, honing the combat skill taught by her father whilst offering herself as a beautiful but deadly assassin to the highest bidder. An unknown organisation has paid her well to execute Kazuya, and she accepts this mission immediately after realising that her sister has become involved with the new leader of the Mishima estate. Despite what her father pleaded on his death bed, Nina still hates her sister with a passion and has resolved to fight her at the earliest opportunity. There will be no reconciliation, as both women have old scores to settle. The red shoe fiasco was only the beginning. Now the world's deadliest assassin is gearing up for a sister-on-sister showdown: Anna shall know the meaning of true pain!

The professional hit-woman with attitude, Miss Nina Williams was the only character in the first Tekken to perform linked damage to her victims with a variety of bone-crunching techniques. Her attack beginning with the Palm Grip saw the first ever multi-linked manoeuvre that could even be varied mid-way through a combination, and brought immense excitement and satisfaction to the more blood-thirsty of Tekken players. With the second tournament about to start, Nina has spent the intervening period expanding on her list of grapples with only one intention in mind; to defeat her younger sister and finally win their war of attrition, and to take down Kazuya's activities for good!

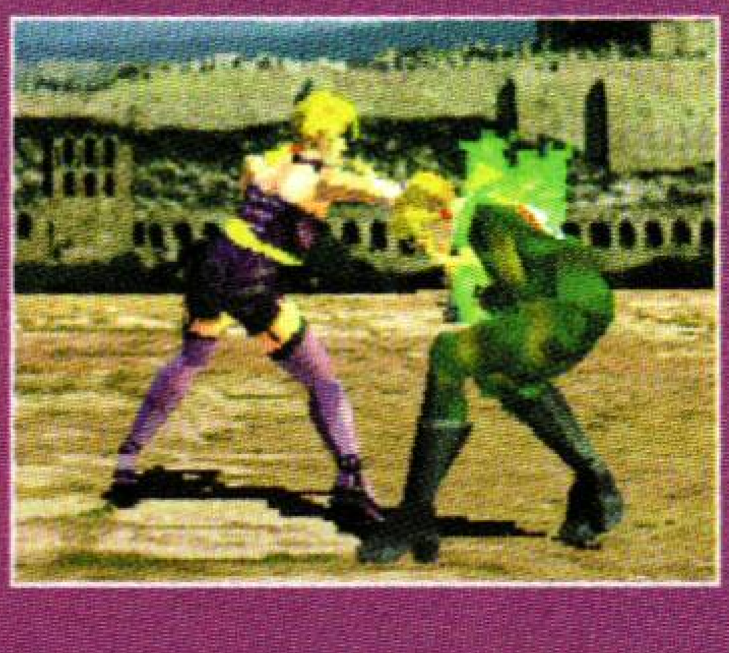
To help her in this task, Nina benefits from having the most number of movements of any Tekken 2 character, as you can see from the gargantuan moves list to the right. Indeed, so large were the number of techniques, that the list you see before you isn't actually complete! The reasons were due to lack of space, but for the record; Nina's mammoth punch/kick combinations are so vast that we included only the most damaging and visually pleasing of these techniques. Note that each of her punch/kick combinations has two or three variations to end the technique, so it is best to experiment with ending your combo with a punch or kick other than those presented here. Once you've mastered the 35(!) different versions, you should graduate to her more impressive and damaging techniques; her gruesome bone-snapping martial arts.

A **STUNNING THREE-HIT COMBO** FLOATS THAT FOE WITH EASE! FROM HERE, YOU MAY CONTINUE THE PUNISHMENT AS THEY LAND!



The massive expansion of Nina's bone-breaking manoeuvres came as a shock to some of the more sensitive members of the **MAXIMUM** team, as we watched with glee as our resident Tekken 2 master, Mr Harrod, demonstrated just how wide Nina can stretch an opponent's leg out before it snaps. Apart from her old Palm Grip move where she grabs her victim by the arm, rabbit punching her assailant before clambering all over them to dish more hideous damage, she can now run and jump onto the victim, clasping her entire body against them as they lose their balance and fall backwards, and from this prone position, Nina can try any of her new crushing moves, such as the Crab Claw where she stretches out her victim's right leg whilst holding onto their protesting head, and then wraps her legs around this leg and cracks it backwards. Unfortunately, bones were never meant to bend back quite that far, and the victim lets out a howl of anguish as their knee is shattered in a dislocation frenzy. Using Nina's holds with some degree of competency is hard work at the best of times, especially as the Sony pad is blessed with problematic d-pad diagonals, but you must learn her multitude of wrenching techniques in order for you to experience the sheer horror of the silent assassin with her Jumping Achilles Tendon

Some of Nina's grapples are just too gruesome to describe, so to find out exactly what that bone-ripping sounds like, may we suggest that you purchase the game? Also note Nina's Aikido coming into play, as she tries a little hand gestures to win her round (below).



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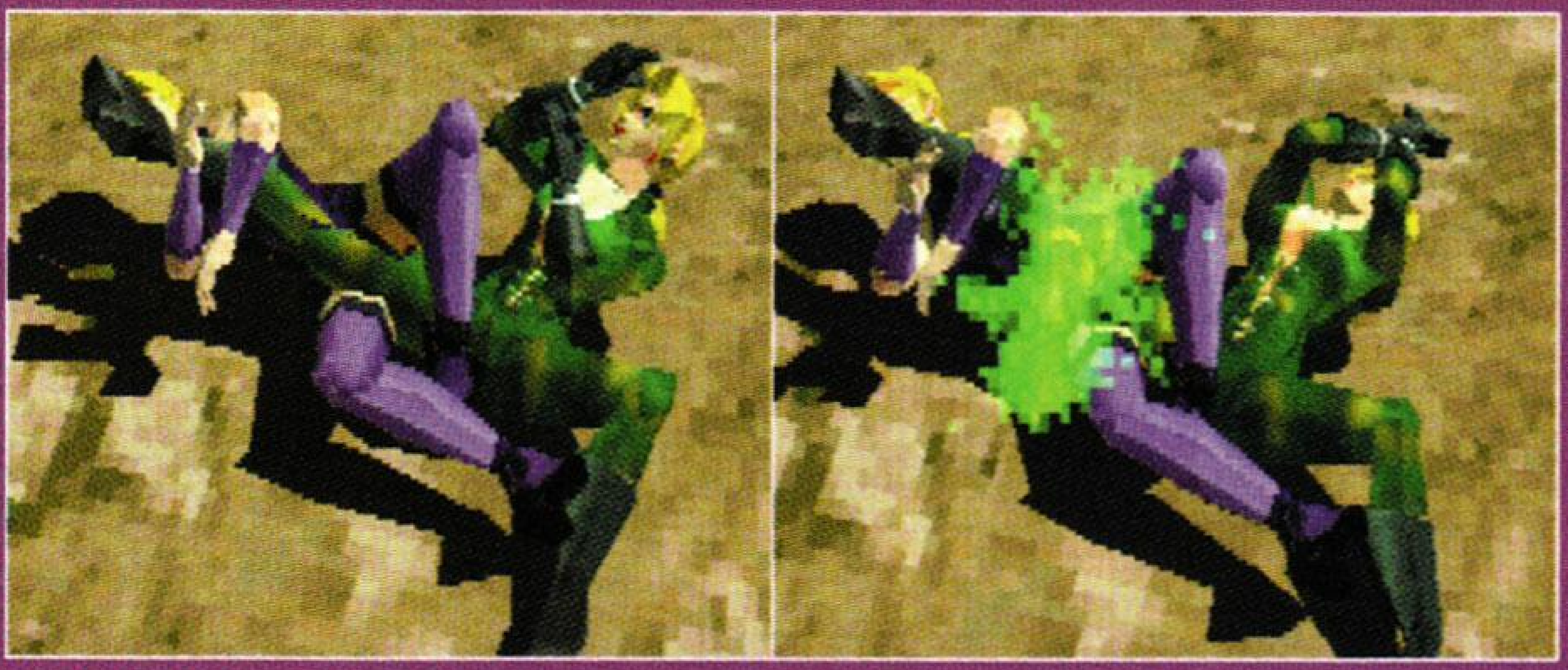


鉄拳 TEKKEN 2

THE **GRAPPLE QUEEN** WITH AN ATTITUDE!
BEGIN YOUR BONE-BREAKING BY EXECUTING THE **PALM GRIP**!

Hold and many other gruesome bone-cracking attacks.

Apart from these holds, Nina's main strength comes from her combination attacks, as she has more than any other competitor. As you can see from the list, you have so many moves to choose from that linking them together shouldn't be a problem at all, but for those having difficulty with such playing techniques should try the Linking Leg Kicks to start with as this is excellent for starting the many floating combinations that can result in some pretty serious injuries for the unwary.

Once you've managed to attain some degree of competence with both Nina's grapples and legwork, it is perhaps time to graduate to true mastery by fitting a number of her techniques into one short and extremely painful devastation that sends the other player to the Mishima medical centre (complete with resident staff nurse, Wang Jinrey) with a multitude of horrific injuries. Nina's quick attacks ensure that your opponent has little time to formulate any sort of retaliation, as her punch and kicking strings can be started at any level as are therefore very difficult to block. Once you've got an enemy retreating, follow up with a Palm Grip and finish with a sickening crunch of sinew! Just remember that those buttons need to be pressed at lightning speeds, otherwise an embarrassing mishap will occur. Nina is the character that you'll be returning to again and again as you progress through the contestants, and rightly so, as this silent stalking assassin has the ability and agility to make all other Rave War competitors think twice before challenging her awesome aikido power.

NINA'S PERSONAL DATA

FIGHTING DRESS CODE
COSTUME 1: Purple basque with added neck tie and yellow sash. Purple stockings and black high-heeled shoes. Purple arm bandages. Red earrings and hair in ponytail Red hairband.

COSTUME 2: Green camouflage body suit open to the breast with white horned skull on the back. Black gloves (with white stripe) and boots.Red earrings and hair in ponytail. Black hairband.

VICTORY POSES
STANCE 1: She brings her left arm up and slices it downwards with a mocking laugh.

STANCE 2: She turns sideways before spinning round on her right foot, bringing her left thigh up to her waist and striking down with her left hand.

HOMELAND
Nina beckons her challenges to a beautiful stone setting overlooking Athens. In the background there is the Parthenon and many ruined buildings, as well as ancient stone walls and distant mountains obscured by mist.

NINA'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
OVER THE BACK TOSS	NEAR OPPONENT ○●/○●	30
ARM GRAB FLIP	NEAR OPPONENT ●○/●○	30
EMBRACING ELBOW	NEAR OPPONENT ↘ ↘ ●○/○○	50
NECK CUT THROW	NEAR OPPONENT ●○/●○ →	40
1. PALM GRIP	↓ ↘ → ●●/○○	15
NECK CUT CROSS HOLD	DURING 1. ○○/●○ ○○/○● ○○/●○ ●●/○○	30
2. UPSIDE DOWN SIDE HOLD	DURING 1. ●○/○○ ○○/●○ ○○/○● ●○/○○	20
HAWK WING CREST BACK BAR	DURING 2. ○○/●○ ●○/○○ ○○/○● ●●/○○ ●●/○○	25
THROW AWAY OPPOSITE SIDE HOLD	DURING 2. ○●/○○ ●○/○○ ○○/●○ ○○/○● ●●/○○	25
ONE, TWO PUNCH	●○/○○ ○●/○○	10, 10
PALMS OF DESTRUCTION	→ → ●●/○○ OR HOLD → ●●/○○	20, 30
TRIPLE SMASH	●○/○○ ○●/○○ ○○/○●	10, 10, 25
DOUBLE SMASH	○●/○○ ○○/○●	12, 15
PK COMBO	○●/○○ ○○/●○	12, 20
PDK COMBO	○●/○○ ↓ ○○/●○	12, 10
FORWARD FLIP KICK	→ → ○○/○●	16 - 30
FLASH COMBO	↘ ○○/●○ ●○/○○ ○●/○○	10, 10, 6
RAPID KICK COMBO	↘ ○○/●○ ○○/●○ ○○/●○ ○○/○●	10, 6, 6, 15
UPPER STRAIGHT	↘ ●○/○○ ○●/○○	10, 15
HUNTING KICK COMBO	↗ ○○/○● ○○/●○ ○○/○●	20, 10, 14
RAVE KICK	WHILE CROUCHING ●○/○○ ○○/○●	5, 10
BONE CUTTER	→ → → ○○/●○	20
HUNTING SWAN	↙ ●●/○○	95
SPIN UPSIDE DOWN TRIANGLE CREST	FROM BEHIND ●○/●○ OR ○●/○●	45
3. BEND ELBOW DROP	NEAR OPPONENT ○●/○● ●○/○○ ○●/○○ ●○/○○	30
BEND ELBOW DROP SIDE HOLD	DURING 3. ○●/○○ ●○/○○ ○○/●○	20
LEFT HIGH & RIGHT HIGH KICK	○○/●○ ○○/○●	25, 15
JAIL CRASH	●○/○○ ○●/○○ ↓ ○○/●○ ○○/○●	12, 15
CONTINUAL ATTACK PALM DESTRUCTION	●○/○○ ○●/○○ ●○/○○ ○●/○○ → ●●/○○	10, 10, 6, 6, 20
KNEEL EDGE COMBO	●○/○○ ○●/○○ ↑ ○○/●○	10, 10, 15
LEG BREAK COMBO	HOLD ↓ ○○/●○ ○○/○●	12, 7
DIVINE CANNON	↓ ↙ ○○/●○	25
SLICER	↙ ○○/●○	10
DIVINE CANNON COMBO	↙ ○○/○● ○○/●○	10, 25
SIDE STEP STAB	HOLD ← ○●/○○	20
KILLING BLADE	HOLD ← ●○/○○	15
4. ARM TWISTING STOMACH HOLD	DURING 1. ○●/○○ ○○/●○ ○○/○● ○●/○○ ○●/○○	15, 15
NECK TWIST FACE HOLD	DURING 4. ●○/○○ ○○/●● ●○/○○ ○●/○○ ●●/○○	35
5. CRAB CLAW	NEAR OPPONENT ↓ ↘ → ○○/●●	15
6. ACHILLES TENDON HOLD	DURING 5. ○○/●● ○○/○● ○●/○○ ●●/○○	20
CROSS KNEE HOLD	DURING 6. OR 7 ○○/●○ ●○/○○ ○○/○● ○●/○●	35
SPINNING ACHILLES TENDON HOLD	DURING 6. ●○/○○ ○○/●○ ○●/○● ○○/●● ●●/○○	45
SPINNING ARM CROSS HOLD	DURING 5. OR 7 ○○/●● ○○/●○ ○○/○● ●●/○○	35
7. JUMPING ACHILLES TENDON HOLD	HOLD THE THIRD FORWARD → → → ○○/●○	20
SPIKE COMBO & RIGHT HIGH KICK	○○/●○ ○○/●○ ○○/○●	25, 10, 15
CREEK ATTACK COMBO	↘ ○○/●○ ○●/○○ ●○/○○ ○○/○●	10, 12, 6, 22
RAPID COMBO & LEFT LOW KICK	↘ ○○/●○ ○○/●○ ○○/●○ ○○/●○	10, 6, 8, 10
JAMMING COMBO & DESTRUCTION PALM	↘ ○○/●○ ○○/●○ ○○/●○ ●○/○○ ○●/○○ HOLD → ●●/○○	10, 6, 8, 10, 6, 20
LANDING KICK & RIGHT LOW KICK	○○/○● ○○/●○ ○○/○●	20, 15, 15
RETURN MOVES	DEPENDING ON ATTACK ← ●○/○● OR ●○/○●	

MARSHALL LAW

DRAGON LEGEND

"I WILL NOT REST UNTIL THE HATED BAEK LIES BLOODIED AND TWITCHING!"

"KAZUYA DESTROYED MY DOJO! I'LL ROAST HIM ON A SPIT FOR THAT OUTRAGE!"

MARSHALL LAW PERSONAL DATA

NATIONALITY AMERICAN
FIGHTING STYLE 'MARSHALL' ARTS
AGE 27
HEIGHT 179 CM
WEIGHT 69 KG
BLOOD TYPE B
OCCUPATION DOJO OWNER, MARTIAL ARTS TEACHER, COOK
PASTIME FISHING
ENJOYS SPENDING AND SAVING MONEY
SUB-BOSS BAEK DOO SAN
STAGE SETTING GREAT WALL OF CHINA AT SUNRISE

After his performance in the previous competition, Law managed to acquire enough money to construct his own dojo with the help of Paul Phoenix, whilst still finding time to cook in a local restaurant. Upon returning from a frying extravaganza one evening, he discovered that his entire centre had been razed to the ground. All of his classmates had been beaten severely; some beyond all recognition, some crippled and many were viciously hospitalised. Cupping the head of his prized pupil Yaz, he asked the name of the fighter responsible for this outrage, and through mouthfuls of blood, the pupil answered with the name "Baek". Law's rage was terrible, and he single-handedly rebuilt his dojo before commencing a hyper-intensive training programme. He then hears of the second competition and vows to honour the reputation of his dojo by striking down the Korean Killing Hawk before turning his attention to the real leader of the attack. This is a matter of personal honour!

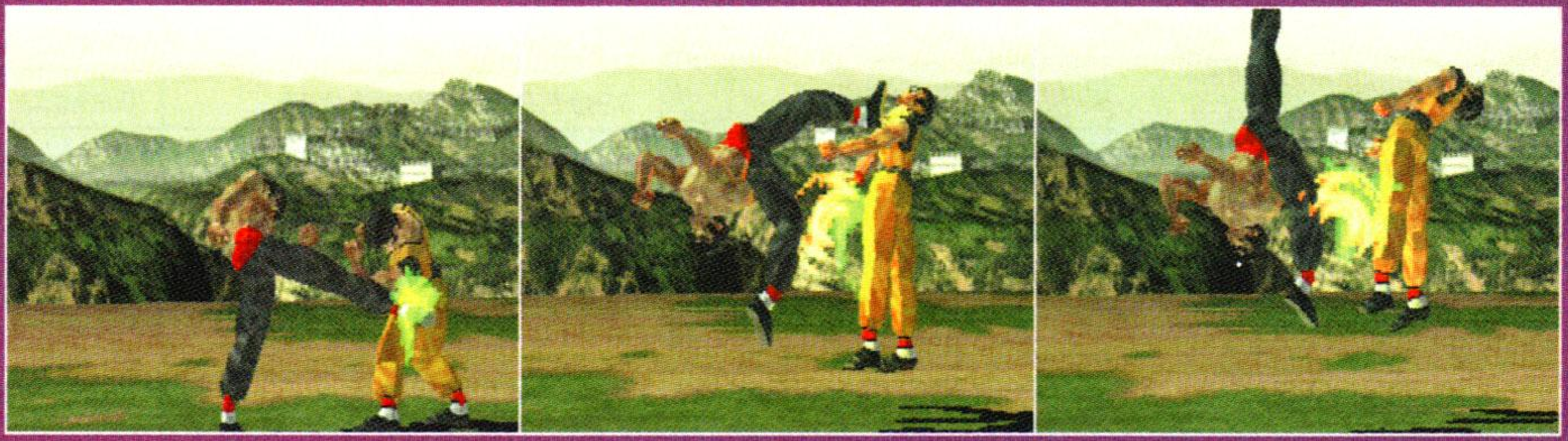
Master of the flipkick and expert of the stir-fry, Marshall Law has spent the intervening period honing his leg work, and now appears even more quick and deadly in the foot department. Aside from a new Guard Impossible technique, Law is almost unchanged except for one important difference; his floating ability and awesome filpkicking prowess.

Covering Law's non-flipkicking related antics first, a good technique to begin with is the Left Linked Knuckle. Despite the rather puny damage rating, Law can whittle down an enemy energy bar providing all five punches connect, and as is obvious, Law shuffles forward inflicting up to five light hits from a flicking left wrist. Rather pleasing effects are gained from catching a jumping foe as he descends, but most of the time, only the first two hits pass through an opponent's defences while the rest are deflected with some deft blocking skills. Once you start to tire of this technique, try linking it with the Dragon Knuckle for a couple of extra moves. Up to seven hits can be achieved, and it is useful to press forward whilst the Linked Knuckle is underway, changing to right punches after Law has hit his opponent twice.

Moving onwards, we find that Law has a small and unassuming combination attack that is superficially similar to the Dragon Knuckle, but with one important difference; it has become known as the Rave War Combo. One of the first combinations ever discovered, this has been superseded by many more lavish affairs, but beginners should definitely begin their Tekken 2 career with this easy to execute combo. After you've mastered this technique (which shouldn't take any time at all) you should try utilising the sliding technique that Law (and a number of other characters) can muster. By picking up running speed (executed by pressing forwards three times), Law can trip a rising, prone or standing foe by hitting right kick just as he reaches his target.

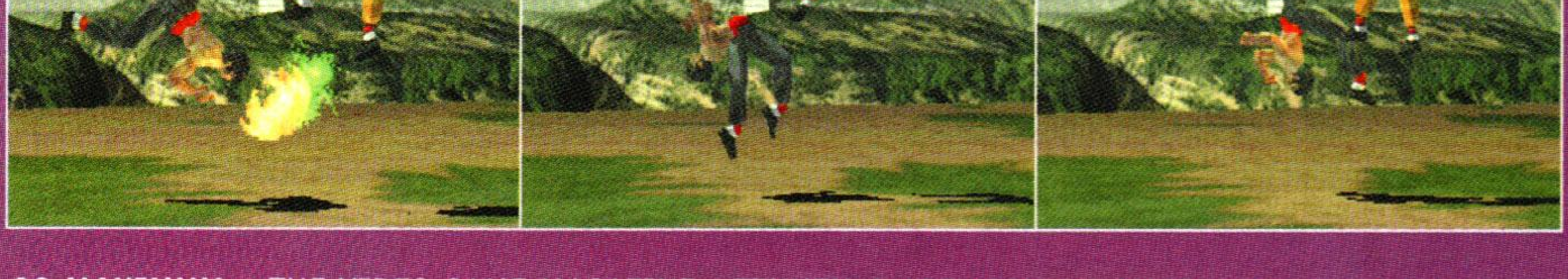
Part of Law's charm is his ability to switch between low and high kicks with ease (below).

THE **FRONT KICK LEFT SOMERSAULT** BLASTS YOUR FOE INTO THE SKIES! FINISH HIM OFF WITH MORE **SOMERSAULTS** AS HE LANDS!



Also remember that some of Law's somersaults hit twice (below).

Moving to slightly more complex manoeuvres, Law can use his Three Linked High Kicks to inflict sizable damage on his adversaries, and although this is unbelievably easy to produce, it does have a cunning side to it, as you may elect to hit with only one high kick and follow it with a strong mid-kick. This is achieved by holding forwards as the first kick hits, and makes your opponent defend to a greater extent, meaning you are free to follow with whatever you desire. Also note that the third high kick floors the opponent (providing the other two hit home), so try a sneaky sweep to end with, such as the Dragon's Tail. This aptly named technique sees Law drop to his left side, using his arm as a pivot whilst his swings his legs to connect with the feet of the victim. A good technique to



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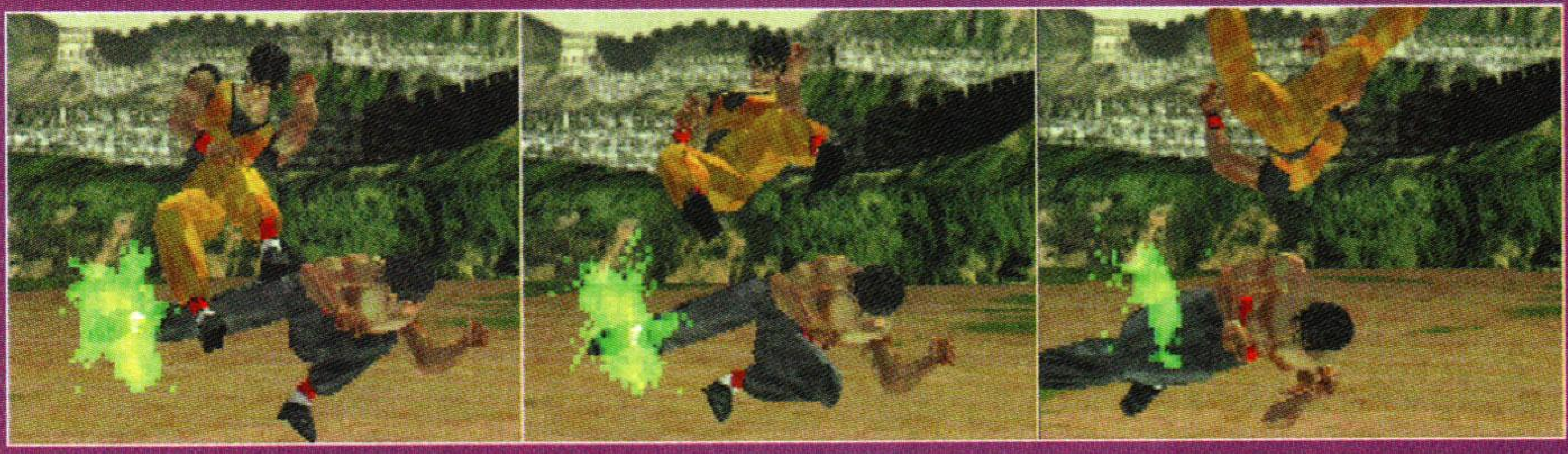
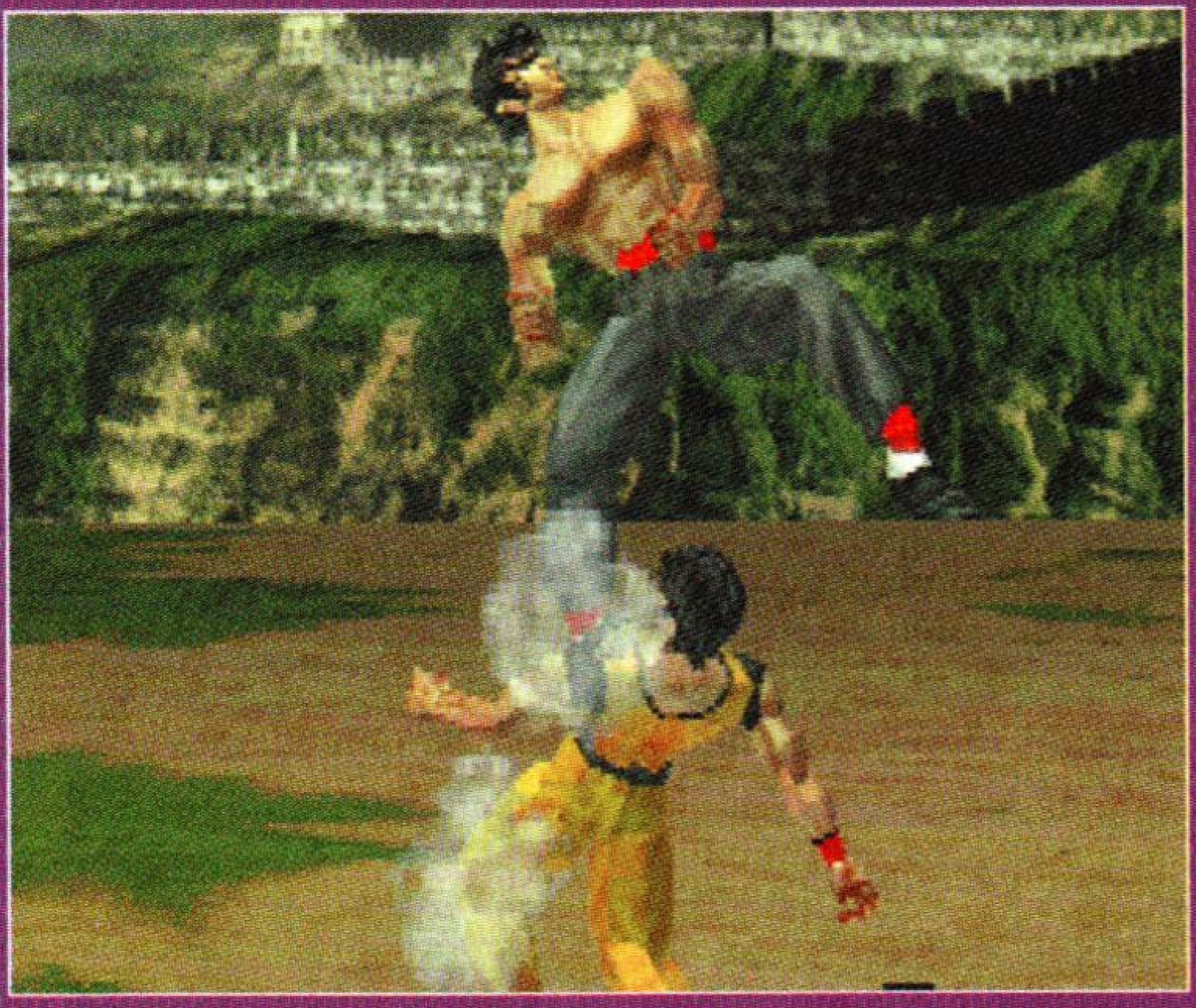




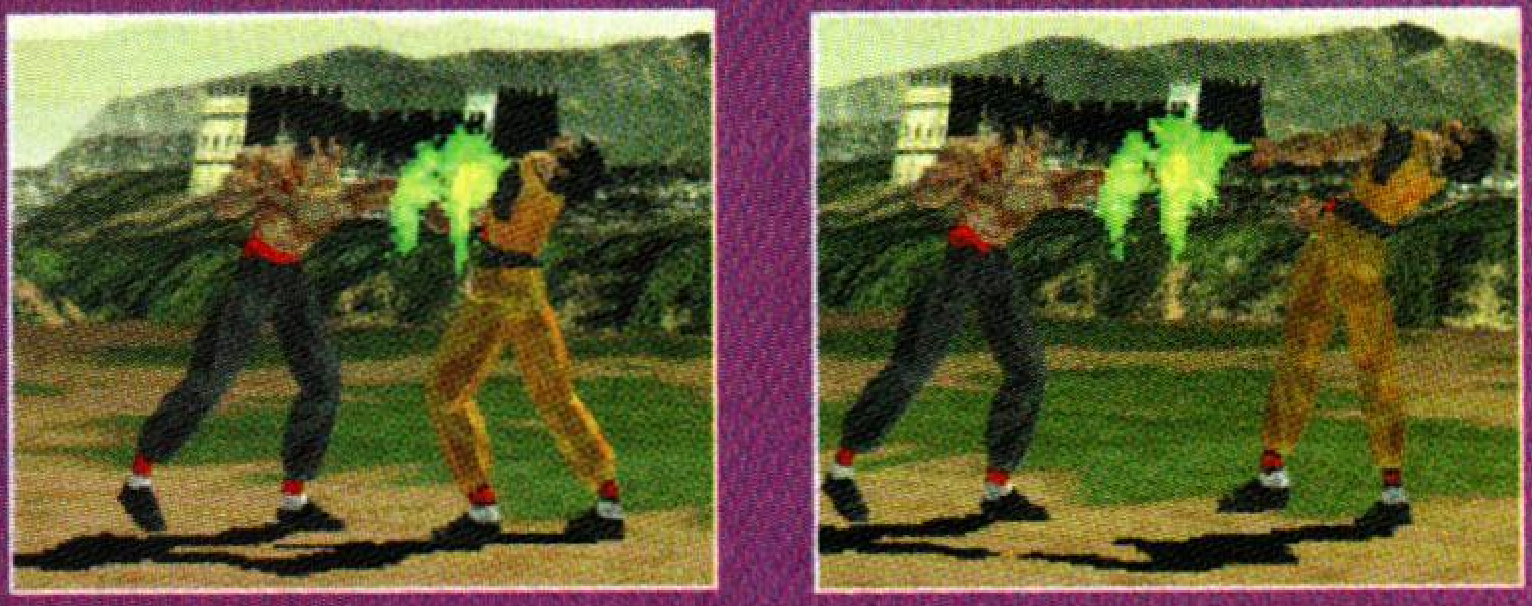
finish with.

Law also benefits from the same Guard Impossible that was present in the first Tekken; the Dragon Fang. This version is almost identical, although you are able to halt the build up this time around, meaning that a cunning Law master may commence his Fang before halting his trance and countering an incoming enemy with a surprise attack. As is the norm, the initial build up allows your opponent to run forward with an attack, so timing is essential; but once you've hit with the Dragon Fang, your foe will know the meaning of the word pain! Law's spirit has combined with the Chinese Dragon of yore, and an enemy now faces a painful and fiery death!

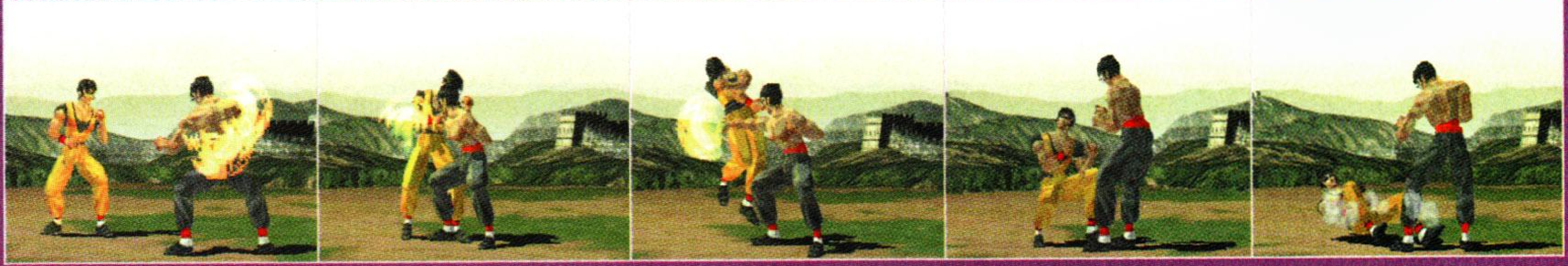
Once you've become competent with the basics of Law's techniques, you should move on to his flipkicking-related attacks, as these float an enemy with little problem, and are used to finish off an already unsure and wounded enemy. Amongst his fine repertoire of flipkicking antics is the Crescent Kick, a quick high kick followed by a trademark somersault used mainly to inflict sizable damage to a foe who keeps blocking incorrectly. Try to hit with the kick, as the somersault follows immediately and is very difficult to block effectively. A good variation of this is the Double Impact, that starts with a sweep rather than a kick and is therefore slower, but hits low followed by a mid-level somersault. Try this technique with the Crescent Kick combination as an alternative for some confusing flipkicking moves that an opponent has great difficulty in blocking. Perhaps Law's best flipkick attack has been saved until last; the Back Flipper. This is a great double flipkick with good damage potential but with little chance of floating possibilities, and should really be saved for unruly opponents that dare to question Law's combat (and indeed cooking) prowess.

A final piece of advice is to intermix all of Law's techniques until you have learned them all, and put them into practice in the combat arena for some deadly floating action. Also bear in mind that some techniques (such as the Double Impact) can be attempted again after the first has hit home, leading to floating frenzy the like of which has never been seen as Law can inflict the same damage again on a descending foe.

Punch strings are Law's speciality, as the two pictures show (below). Note the floating potential when you keep attacking.



The fire of the Chinese Dragon coarses through Law's veins! Execute the ***Dragon Fang*** *immediately!*



MARSHALL LAW PERSONAL DATA

FIGHTING DRESS CODE

COSTUME 1: *Gelled hair, bare to the waist. Charcoal grey trousers with red sash and ankle ties, white socks and black combat slippers..*

COSTUME 2: *Gelled hair, Orange tracksuit trousers and vest top with black t-shirt underneath, white socks and black combat slippers. Red wristband on right wrist.*

VICTORY POSES

STANCE 1: *He joins his knuckles to his chest before adopting a defensive form (weight on back foot, arms tensed) and crouching slightly.*

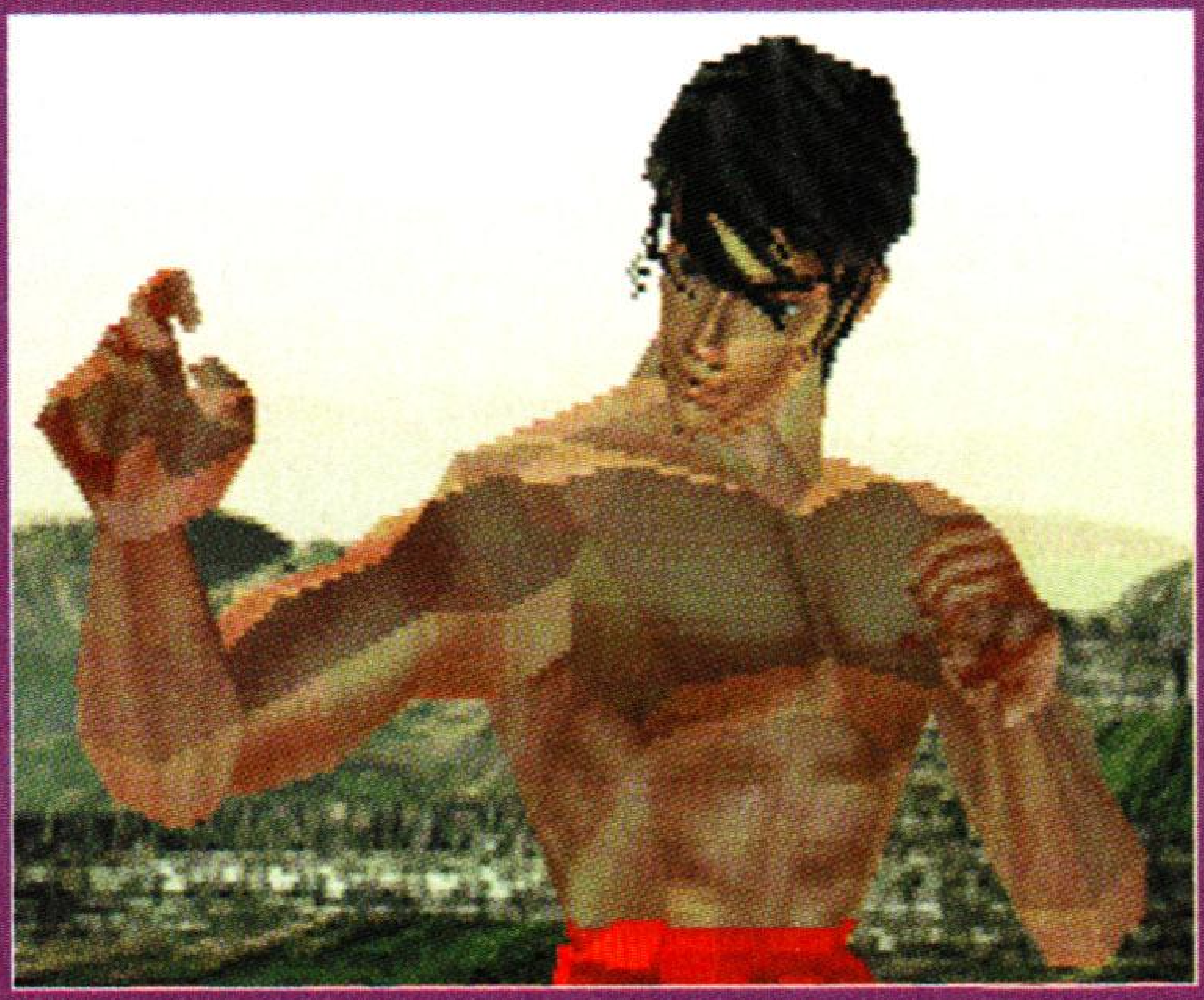
STANCE 2: *From a defensive form, he performs two spinning roundhouse kicks before punching with his left and then right arms.*

STANCE 3: *From a slightly raised horse stance, he trusts his left arm forward and sways whilst yelping.*

STANCE 4: *He joins his knuckles to his chest before squatting down slightly, bringing his arms down to his knees. Then he raises himself to a stretch with his arms above his head.*

HOMELAND

Law moves to a remote hillside overlooking the Great Wall of China. The Wall winds into the distance, broken up by regular towering outhouses whilst the sun glints off the stone and an eerie silence is broken only by the chill wind.



LAW'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
1. FACE BREAKER PUNCH	Near opponent ○●/○●	30
DRAGON DIVE	Near opponent ●○/●○	30
DRAGON KNEE	Near opponent ➡ ➡ ○○/●●	40
ONE, TWO PUNCH	●○/○○ ○●/○○	10, 12
STEP-IN MIDDLE KICK	↘ ○○/●○	15
CATAPULT KICK HIGH	Hold ⬇ then hold ⬆ ○○/○●	40 - 40 - 30
CATAPULT KICK	Hold ⬇ then ⬆ ○○/○●	35 - 30 - 25
SHAOLIN SPIN KICK	○○/○● ○○/●○ ○○/○●	20, 12, 12
LEFT LINKED KNUCKLE	●○/○○ ●○/○○ ●○/○○ ●○/○○ ●○/○○	10, 5, 5, 5, 5
RAVE WAR COMBO	➡ ○●/○○ ○●/○○ ○●/○○	12, 6, 6
DRAGON KNUCKLE COMBO	○●/○○ ○●/○○	12, 10
RAINBOW KICK	Hold ⬇ then ⬆ ○○/●●	30
DRAGON LOW KICK	While crouching ○○/●○	15
2. THREE-LINKED HIGH KICKS	○○/●○ ○○/●○ ○○/●○	25, 10, 10
FEINT MIDDLE KICK	During 2. hold ➡	15
SLIDING	Hold ⬇ then ↘ ↘ ○○/●○	17
CRESCENT KICK	○○/○● ⬆ ○○/●○	20, 30
DRAGON SLASH	➡ ➡ ➡ ○○/●○	30
DRAGON FANG	↙ ●●/○○ To cancel move ⬆ ⬆	100
FACE CRUSHER	From behind ●○/●○ or ○●/○●	45
DRAGON FALL	During 1. ●○/○○ ○●/○○ ●●/○○	35
DOUBLE IMPACT	While crouching ○○/●○ ○○/○●	12, 30
DRAGON LEFT SOMERSAULT	While crouching ○○/○● ○○/●○	7, 30
FRONT KICK LEFT SOMERSAULT	While getting up ○○/○● ○○/●○	20, 30
SIDE KICK RIGHT SOMERSAULT	While getting up ○○/●○ ○○/○●	12, 30
HIGH KICK RIGHT SOMERSAULT	○○/●○ ○○/○●	25, 30
SIT STRAIGHT LEFT SOMERSAULT	⬇ ○●/○○ ○○/●○	8, 30
DRAGON PRESS	⬇ ○○/●○ ○○/●○ ○○/●○ ○○/●○ ○○/●○	15, 10, 10, 10, 30
JUMP SIDE KICK SOMERSAULT	⬆ ○○/●○ ○○/○●	25, 30
QUICK SOMERSAULT KICK	○○/●●	30
BACK FLIPPER	○○/●● ○○/●○	30, 30
DRAGON' S TAIL	↙ ○○/○●	35
RAMPAGE	While crouching ○○/○● ○○/●○	10, 30

JACK - 2

SUPER GENOCIDE WEAPON!

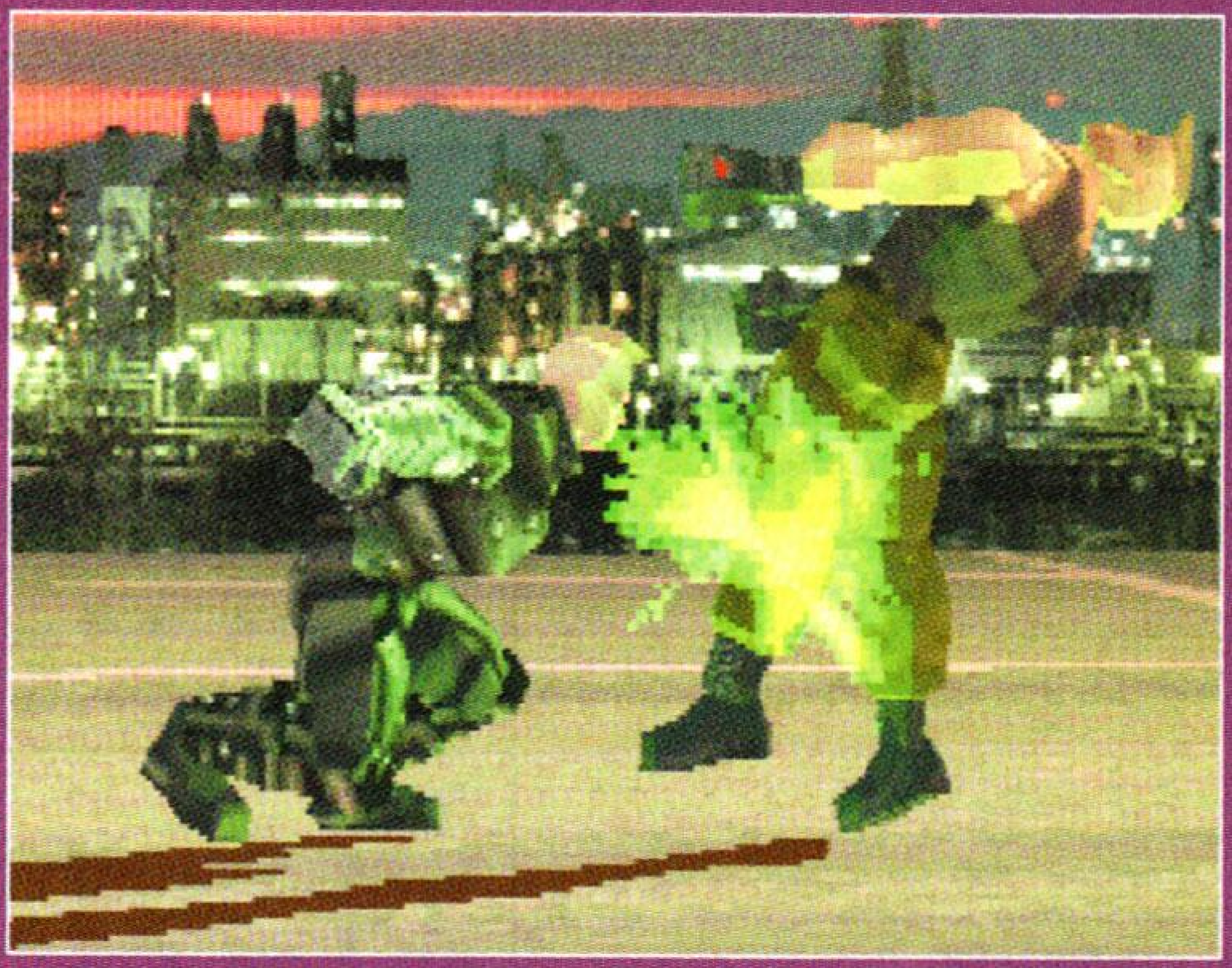
"ALL SYSTEMS ONLINE... UPDATING MEMORY... MISSION DETAILS FORTHCOMING! PRIMARY OBJECTIVE: I MUST CRUSH YOUR HEAD AND YOUR ARMS INTO SMALL SQUISHY PIECES!"

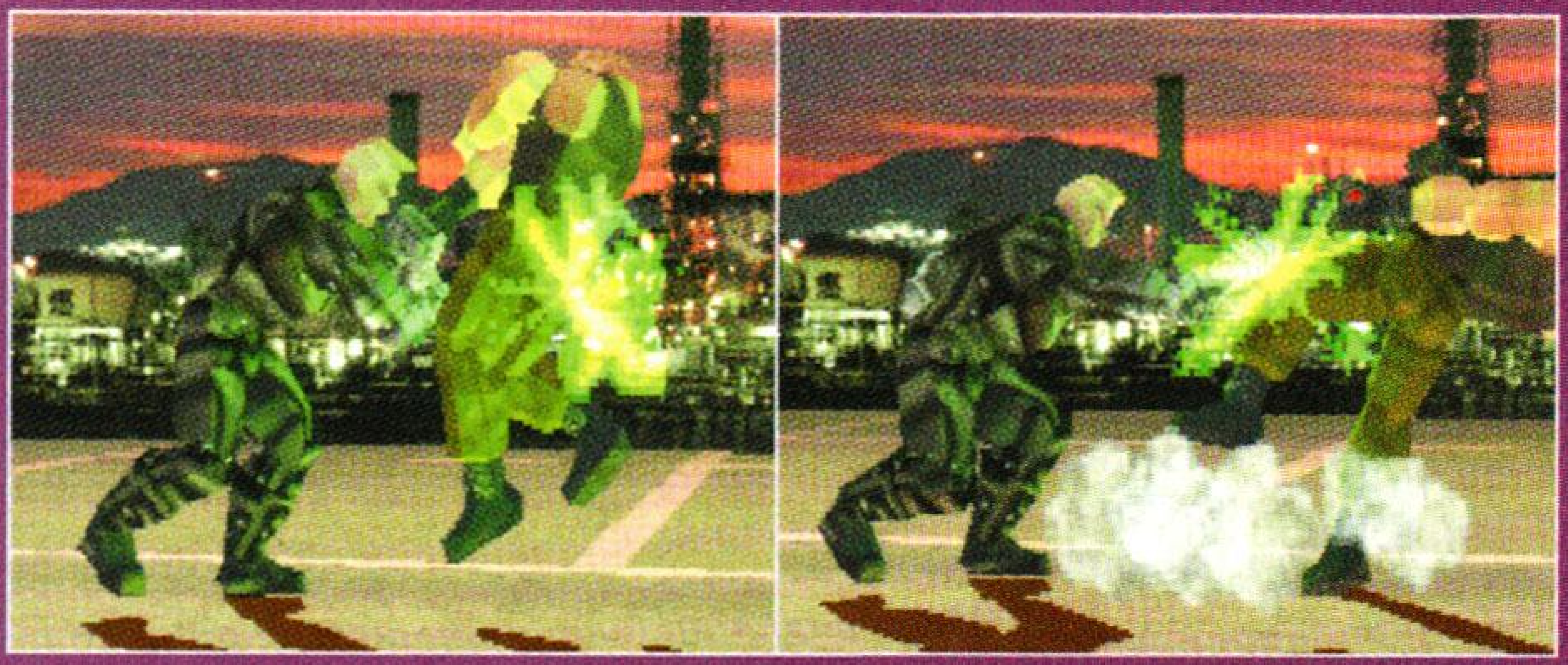
Get ready for some Cross Cut Scissor action, as Jack-2 demonstrates an old move, but one that becomes extremely useful for inflicting large damage with ease.

Russia's robot killing machine has received many new combat algorithms from the military before his AWOL activities, and now fights using Power techniques coupled with wrestling moves and the odd boxing punch or two. This isn't the only benefit that the extended overhaul gave our large robotic friend, as you'll soon discover. Jack was one of the most devastating and visually impressive fighters in the first Tekken, but lacked the necessary speed to fend off attacks from the lightning strikes of the Marshall and Miss Williams. Now Jack-2 is still a lumbering power-monster, but has acquired so many extra attacks that these more than make up for any deficit in the agility department. Jack-2's moves inflict greater damage than those of any other character, so a competent Jack-2 player should use this knowledge to his advantage and try to wound an enemy with awesome power strikes from his piston arms. Note also that Jack-2 almost never employs any feet-based combinations (save for the Cossack Combo) as his huge over-sized arms (with trademark green lightning explosion) are his basic weapons.

Starting with some older techniques, it is worth remembering the elderly Hammer Combo from Jack's previous incarnation. Using the simplest of commands, Jack lumbers forward, swatting his enemy with three left hand power smashes. Designed primarily to unnerve a foe, this combo can't really be added to, so it would be advisable to engage Jack-2's memory chip for for up-to-date fighting information, and a good new move is the awesome Scissors Meltdown; a technique that starts with a Cross Cut Saw (Jack's double kidney disaster punch from Tekken) but continues with a Scissors ending (indeed any two stage Jack combo is known as a Scissors technique). In this particular case, Jack-2 swipes his hands outwards at his foe's feet; breaking their ankles and jarring them backwards for even more damage. Even when the Cross Cut Saw is blocked, the Scissors technique ensures the next hit is likely to cause damage, and the quickness of the attack ensures Jack-2 isn't able to be countered during this move.

TWO KIDNEY- RIPPING ATTACKS ADD TO JACK'S ARSENAL! **SCISSORS MELTDOWN** OR **SCISSORS MEGATON!**





JACK - 2 PERSONAL DATA

NATIONALITY RUSSIAN
FIGHTING STYLE POWER MOVES AND OTHER MECHANICAL MARTIAL ARTS
AGE 5
HEIGHT 235 CM
WEIGHT 168 KG
BLOOD TYPE P (PLUTONIUM)
OCCUPATION MURDER ROBOT IN JUNK FACTORY
PASTIME OVERHAULING HIMSELF
ENJOYS THE AKIHABARA PARTS CENTRE
SUB-BOSS PROTOTYPE JACK
STAGE SETTING THE AKIHABARA INDUSTRIAL COMPLEX

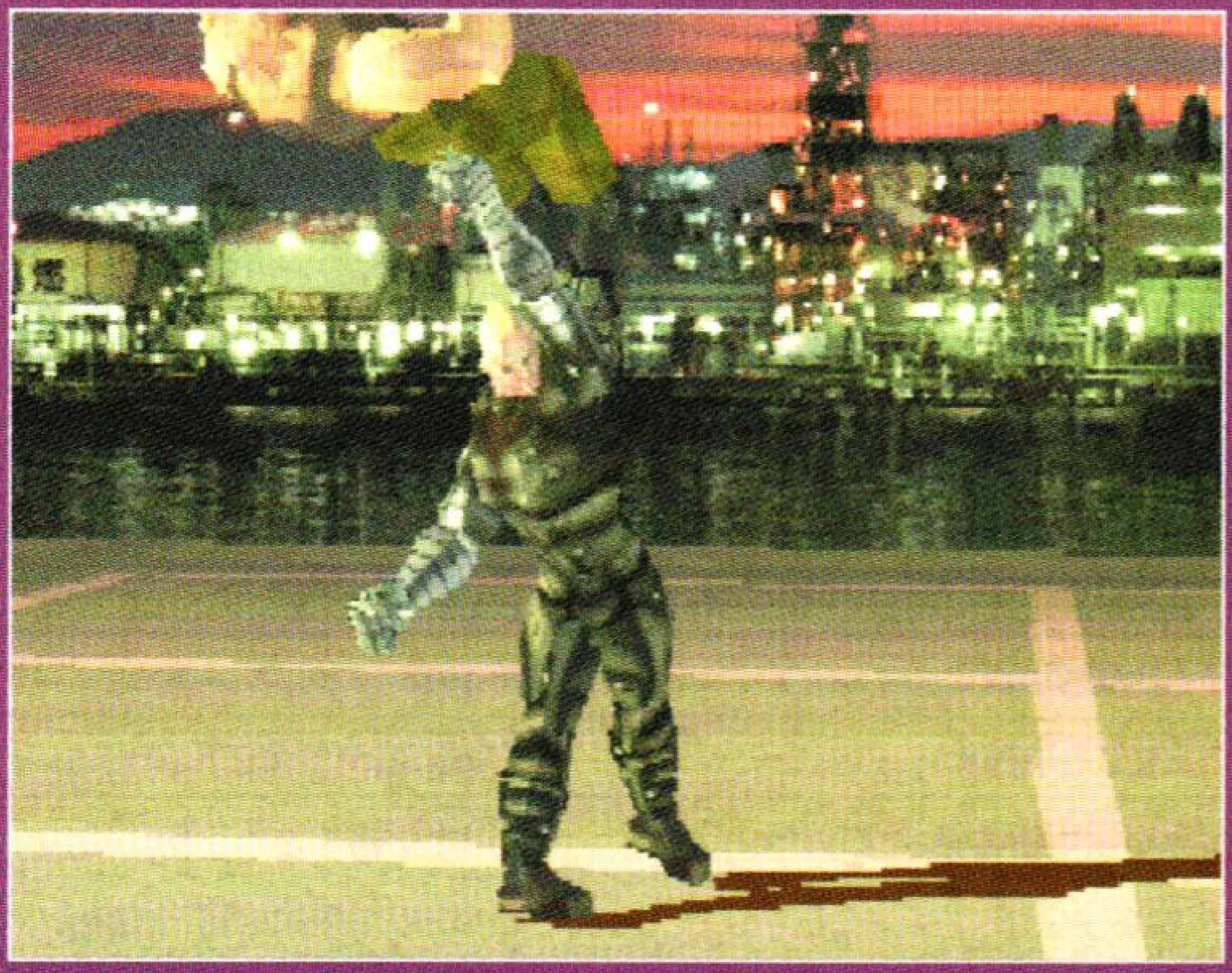
A refit of the original Jack android, Jack-2 was on test in a battlefield situation when he encountered a small child. Jack-2 and his contingent of androids were testing their response to chemical weapons when he halted his troopers and rescued the child, fleeing the restricted zone. The thought of the small life that he almost destroyed became looped in his on-board memory, and he fought his way to the safety of Akihabara pursued by the Russian military, anxious that the secrets contained in Jack-2's programming are erased and do not fall into the wrong hands. From his satellite link-up hardware, he becomes aware that his creator (a certain Dr Bonsconovich) has been kidnapped and so sets about a rescue attempt, attempting to wade through all the competitors and stopping at nothing until the doctor has been located. He then wished the doctor to implant memory chips enabling human reason and emotion.

Time for a Death Shock thinks the chrome Jack-2. A vast sweeping throw by the head follows!

Another manoeuvre that has benefited from an extra technique being bolted onto the end of it is the Helpless hold. As any Tekken Jack player will tell you, the Helpless was next to useless in most combat situations as it left Jack prone for far too long, but in the sequel Jack-2 now rises more quickly (and thus avoids an embarrassing pummelling), and can also execute a new move called the Face Basher. Once straddling his unfortunate victim, he brings the full-force of his metallic monster arms down onto his opponent's head, and then leaves his hapless victim vomiting teeth, after which he rises quickly, ready to terminate his foe!

Mention must also be made of Jack-2's new throws, the Rising Hell and Death Shoot, as they inflict much greater damage than any of his old grapples. The Rising Hell sees Jack grab his adversary by the scruff of the neck and throw him upwards through 20 feet, before the prone and lifeless victim falls back to earth with a sickening crump. Watch your joypad positioning or you'll end up executing the Lift-Up Slam, and use the Rising Hell with perhaps the Scissors Meltdown afterwards as a fine floating combo to finish. Jack-2's other throw, the Death Shoot, is hugely damaging but must be attempted when behind an opponent. The results are worth it, as it scores more than some Guard Impossible techniques, as Jack-2 simply grabs his foe with both hands, turns to his side and throws his assailant as far as he can! The lands shreds most of the skin from his enemy who can now only stagger to his feet and await his doom!

The Running Pounce Combo is the next on the list, as it is a great way of inflicting disgraceful carnage to a wounded enemy provided your joypad abilities are sec-



THE **RISING HELL** IS EXACTLY THAT! APPROACH FROM THE REAR AND DELIVER THE **DEATH SHOOT**!

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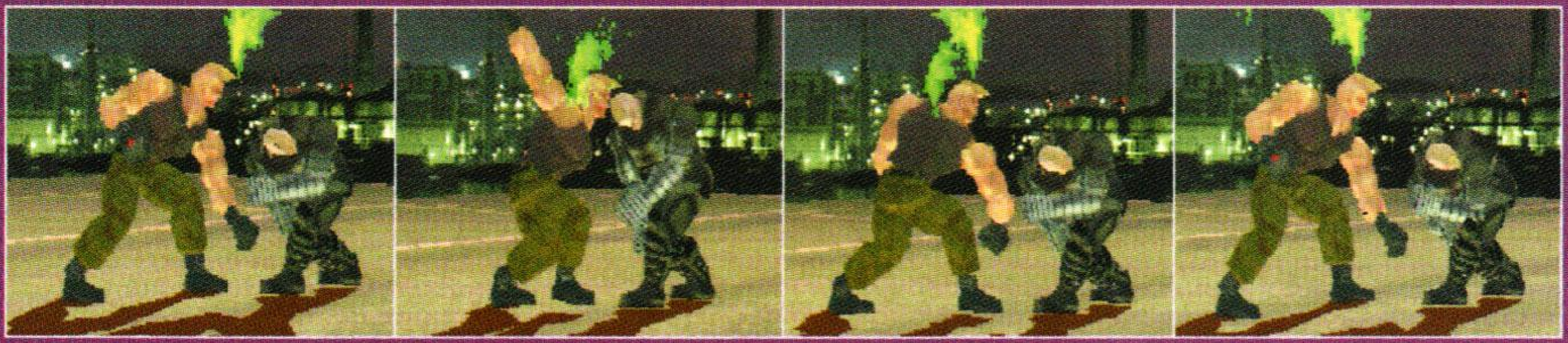
鉄拳 TEKKEN 2



*POUND THEM TO THE GROUND WITH RUTHLESS EFFECIENCY! THE **SHARK ATTACK** IS GUARANTEED TO GET THE JOB DONE! GO TO IT JACK!*

ond to none. Commence your attack wave with a run towards a prone enemy, treading on him in the usual manner before quickly executing the Helpless. Your enemy must have been thrown backwards by the stomp to allow the Helpless to hit, so this technique requires a fair bit of practice; but the results are worth it as Jack-2 hits once with the stomp, once with the Helpless, and once with the Face Basher; giving out more pain than one enemy can possibly stand.

Moving to actual punching techniques, Jack-2 may dish out some extra punishment from a sitting position in a move known by those fearful of the mechanoid's power as the Blood Fan (or the Bloody Fan). From the sitting position (the Hip Press), Jack-2 shuffles forward, using his mammoth metallic arms to floor victims with up to four Dadakko punches. The initial Hip Press can act as an ambush move, making a victim edge forward before Jack-2 wades along smashing anything remotely fleshy in front of him.

Jack-2 also has an unblockable attack; the Gigaton Punch, which may be wound up to five times before the release, and as you might expect, the damage is simply phenomenal once the preparation wind-up has been initiated. The ultimate Gigaton causes 199 points of damage, and is the most damaging move in the whole of Tekken 2, but the horrendous time delay means that it can almost never be successfully performed. Try instead for a three stage Gigaton instead. Finally, no Jack-2 player should be without his Cossack Combo, the rather humorous folded-arm dance steps that Jack-2 perfected after the first tournament. Up to six hits can be attempted, all hit low and all have a particularly nasty reach. A great touch that rounds off this character well, and is useful as it is one of the few feet-based combinations that Jack-2 can perform. After tasting a portion of Russian's finest military hardware, any opponent should pray he never has to face this man-mountain again!

JACK'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
LIFT-UP SLAM	NEAR OPPONENT ○●○●	36
HELPLESS	●○●○	20 OR 40
PILEDRIVER	NEAR OPPONENT ↙ → ●●○○	70
BACK BREAKER	NEAR OPPONENT ↓ ↙ ← ○●○○	55
PYRAMID DRIVER	NEAR OPPONENT ↓ ↘ → ●○○○	40
SPRING HAMMER PUNCH	WHEN OPPONENT IS DOWN ↓ ●●○○	12
MACHINE GUN BLAST	↙ ●○○○ ●○○○ ●○○○ ●○○○ ●○○○ ↘ ○●○○	15, 20, 25, 30, 35, 40
STRAIGHT ELBOW UPPER	○●○○ ●○○○ ○●○○	17, 25, 25
HAMMER COMBO	●○○○ ●○○○ ●○○○	18, 20, 25
DOUBLE HAMMER	WHILE GETTING UP ●●○○ ●●○○ OR ●●○○ ●●○○	25, 30
SWING LEFT KNUCKLE	WHILE CROUCHING ●○○○ ○●○○ ●○○○	15, 12, 12
SWING RIGHT KNUCKLE	WHILE CROUCHING ○●○○ ●○○○ ○●○○	15, 12, 12
MEGATON BLAST	← ↙ ↓ ↘ ○●○○	45
CROSS CUT SAW	→ ●●○○	25
HIP PRESS	↗ ○○●●	35
SHARK ATTACK	WHILE GETTING UP → ●○○○ ○●○○ ●○○○ ●○○○	12, 15, 15, 30
GIGATON PUNCH	CAN REPEAT X 5 ← ↙ ↓ ↘ → ●○○○	20, 40, 60, 80, 199
BLOOD FAN	AFTER HIP PRESS ●○○○ ○●○○ ●○○○ ○●○○	10, 10, 10, 10
BLOODY FAN	AFTER HIP PRESS ○●○○ ●○○○ ○●○○ ●○○○	10, 10, 10, 10
ON THE SPOT CROUCH	↓ ○○●●	
HAMMER RUSH LOW	↓ ●○○○ ●○○○ ●○○○ ○●○○ ↓ ●○○○	12, 12, 12, 12, 12
HAMMER RUSH MIDDLE	↓ ●○○○ ●○○○ ●○○○ ○●○○ ↘ ●○○○	12, 12, 12, 12, 12
HAMMER RUSH HIGH	↓ ●○○○ ●○○○ ●○○○ ○●○○ → ●○○○	12, 12, 12, 12, 12
DOUBLE AXE	↘ ●●○○	50
SCISSORS MELTDOWN	→ ●●○○ ●●○○	25, 25
SCISSORS MEGATON	→ ●●○○ ↘ ○●○○	25, 35
LOW CROSS CUT SAW	WHILE CROUCHING ●●○○	25
SIT & JUMP	DURING ON THE SPOT CROUCH ↑	
SIT & HIP PRESS	DURING ON THE SPOT CROUCH ●●○○	35
RISING HELL	NEAR OPPONENT ↘ ○●○●	30
CATAPULT THROUGH PLUS	NEAR OPPONENT ↘ ↘ ○●○●	30
DEBUGGER	← ↙ ↓ ↘ ●○○○	35
MEGATON STRIKE	WHILE CROUCHING ●○○○ ○●○○	12, 35
FACE BASHER	AFTER HELPLESS ●●○○	30
DEATH SHOOT	FROM BEHIND ○●○●	70
VIOLENCE UPPER	WHILE GETTING UP ●○○○	20
COSSACK COMBO	↙ ○○●○ ○○○● ○○●○ ○○○● ○○●○ ○○○●	25, 12, 12, 12, 12, 12

Jack-2 is undoubtedly the king of the hard-hitting and unsubtle technique, as the damage inflicted on his hapless clone demonstrates.

Time for more Jack-2 power moves, and you don't get more powerful than this Gigaton unblockable attack (above). Also note the comedy Cossack combo (right).

JACK - 2 PERSONAL DATA

FIGHTING DRESS CODE

COSTUME 1: *Green camouflage fatigues; dark green vest, jungle combat trousers, combat boots, black leather padded gloves with red triangle. Short mohican.*

COSTUME 2: *Fully encasing, riveted and oiled silver cybernetic body armour (Soviet Mark VII model), Plastisteel boots and Mark XV arm gauntlets (close combat variant). Short mohican.*

VICTORY POSES

STANCE 1: *He stomps forward, creating a shower of dust, shakes both arms in an aggressive manner before facing forward and lifting his arms high into the air and shaking them vigorously and growling.*

STANCE 2: *Facing forwards and leaning back on his left leg slightly, he swings both arms around himself in a windmill action before turning to the side and adopting a body-builder's stance (left arm raised, legs stretched out).*

STANCE 3: *He laughs long and low while pounding his chest with both arms. He then falls over backwards onto the ground, still laughing and pounding himself.*

STANCE 4: *While metallic joints creak, he performs two bodybuilding stances, one to the left, and one to the right. As this occurs, one arm is tensed whilst the other is locked outwards*

HOMELAND

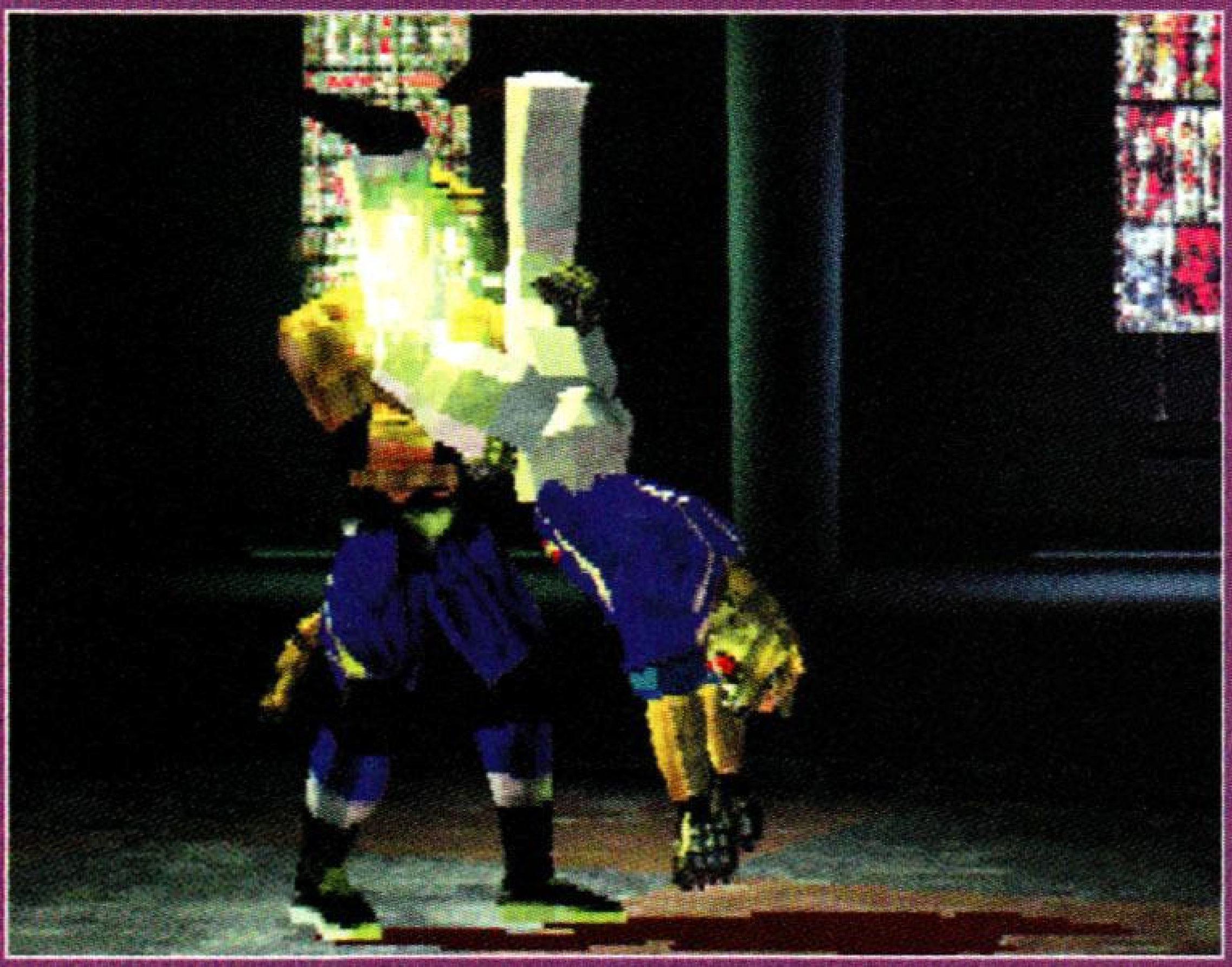
A nuclear sun sets in the background, illuminating the industrial estate with an unnatural orange glow. Lights constantly pulse from these giant steel complexes whilst processing machinery creaks away.

KING

WRESTLING FOR THE CHILDREN

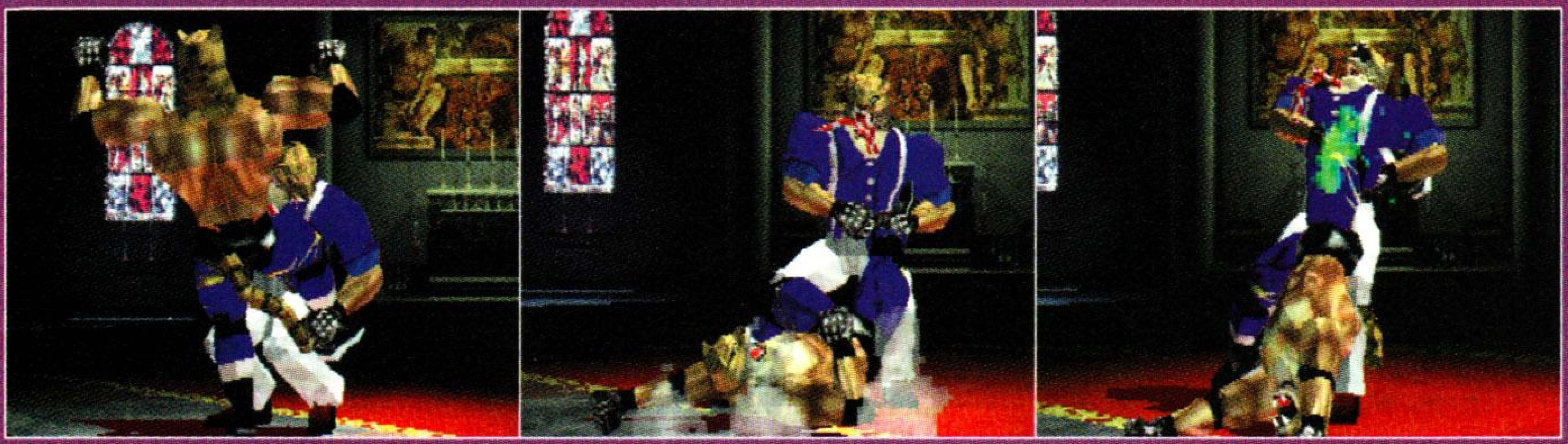
"BY THE BLESSED BONES OF ST TERESA, I MUST FIND FUNDS FOR THE CHILDREN!"
KEEP THAT WHISKEY AWAY FROM ME! I MUST CLEAR MY THOUGHTS FOR THE FIGHT AHEAD!"

Despite his drinking problem and severe depression, King has managed to acquire a number of devastating holds and socket-popping combinations that will really make your opponent wince. King's determination not to fail his adoptive children for a second time has made him all the more frightening during mid-battle, as once he grabs you and grapples to the floor, there's little you can do except pray for a quick death at the hands of the Beast Priest! Other excellent features of Mexican's strongest charity worker include his ability to follow a punch or grapple with a normal attack almost immediately due to his ultra-quick recovery time, and the many Pro-Wrestling techniques can be placed into combinations of your own choosing with relative ease. Also note that many of King's Grappling combos of doom may be countered (providing the other player knows the manoeuvre), and this can even lead to the enemy inflicting grappling damage on King whilst he struggles to complete one of his own techniques!



Starting at the most basic level, it is worth noting that both King's normal throws (the Brain Buster and Coconut Crush) are easy to execute and damaging, but the Buster move inflicts greater amounts of pain and thus should be employed more often. However, these two easy (and some would say, cheesy) grabs pale when compared to the Tombstone or Jaguar Driver technique. These two moves are rather similar superficially, and it is worth noting that a mistimed Tombstone results in the Jaguar Driver, so know your movements and learn quickly! The Tombstone is simply excellent; for a one hit grapple it inflicts deadly crushing damage and should really be used as a finishing manoeuvre, but don't rule out the use of the Jaguar Driver, as although it only inflicts around half the damage of the Tombstone, it may be followed with a number of linking techniques, and this is where King starts to shine through. Once the Driver is underway, link it with either the Boston Club or the Arch Rock Face Buster; and as you might imagine, this two techniques cause crunching wounds that will shock your unlucky assailant into an early grave. Starting with the Arch Rock Face Buster, King grapples his victim from behind, links his legs and arms before taking to the skies and landing with the foe hitting the ground face on his face! Alternatively, try the Boston Club, an even more damaging technique where our masked hero locks the legs of the enemy, straddles his helpless prey before squatting and spinning around, twisting his foe's legs in a lock that is almost too gruesome to watch! Then he finishes with a shocking wrench backwards, pulling various sockets apart to the accompaniment of agonising socket-popping sounds!

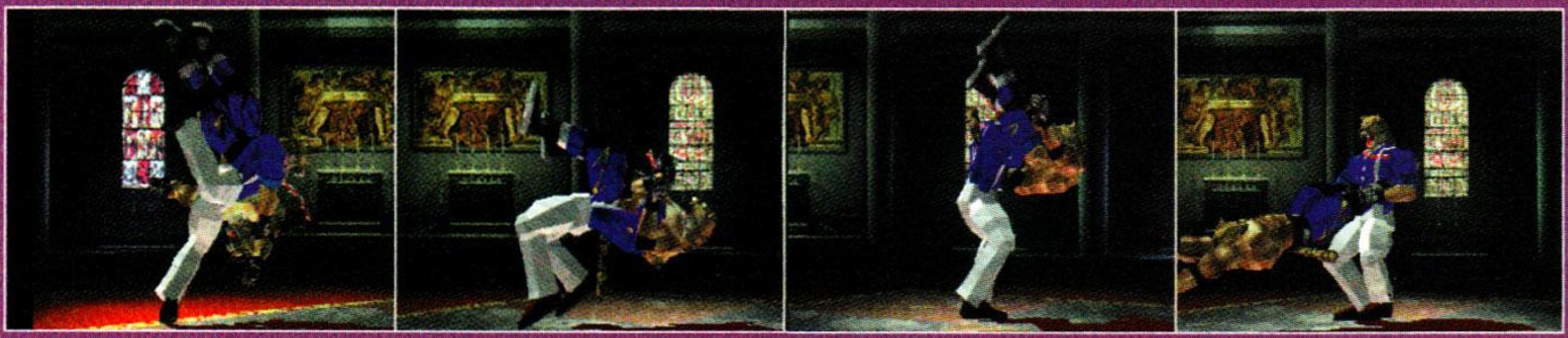
"MIND IF I RE-ARRANGE YOUR LEG SOCKETS?" ENQUIRES THE **LEOPARD MAN-MONSTER**! CRUNCH TIME!



The multitude of King holds inflict more bone-breaking than you can possibly imagine!

Still with our Mexican chum's comprehensive crippling moves, King also excels in a technique known as the Stomach Smash Combo. Starting with the low smash, make sure that this connects as the enemy will stagger forwards slightly, enabling our Mexican priest to finish them off in a couple of distinctly uncharitable ways. One of these is the Hi-Jack Back Breaker, where King grabs the enemy midriff and spins them upside down, pulling them up onto his shoulder before jarring his prey down onto the small of their back (with, of course, the now-famous accompanying cartilage pop). The other end to this combo is the even more deadly Hi-Jack Power Bomb; where King attempts a leaping pile-driving disaster that leaves his opponent groaning and clutching at their splintered bones! King's street-life also seems to have come in handy, as his many drunken brawls have resulted in

THE MOST INSANE **GRAPPLE-FEST** IN THE ENTIRE GAME!
TIME FOR CRUNCHING SINEW WITH THE **ONE DOUBLE MEXICAN**!



KING
PERSONAL DATA

Nationality Mexican
Fighting Style Wrestling
Age 32
Height 190 cm
Weight 85 kg
Blood Type A
Occupation Part time wrestler and village priest
Pastime Making small children smile
Enjoys Watching a Jaguar hunting
Sub-Boss Armour King
Stage Setting Church of St Teresa the beloved

After the last Iron Fist tournament King returned depressed and despondent, having been thoroughly beaten by his great rival Armor King. Although he received some payment, this money was far too little to start the orphanage that he had promised the children of his homeland. He sank to his knees and howled in anguish, too ashamed to return home to the ones he loved so much. He threw down his mask and travelled to Mexico City where he lived in the gutter, scrabbling for rotting food in the dark alleyways of this sprawling city. He soon acquired the taste for alcohol and began to drink heavily; desperate to forget the tearful faces of the orphans he had left without a home. On the verge of collapse, another masked figure appeared before him, and tossed King's old Leopard mask at his feet. It was Armor King, his rival and former friend, who produced a piece of paper detailing a new Rave War combat tournament. King staggered to his feet, and gazed at this advert in wonderment. The children! He could regain the money for the children...!Fist tournament.

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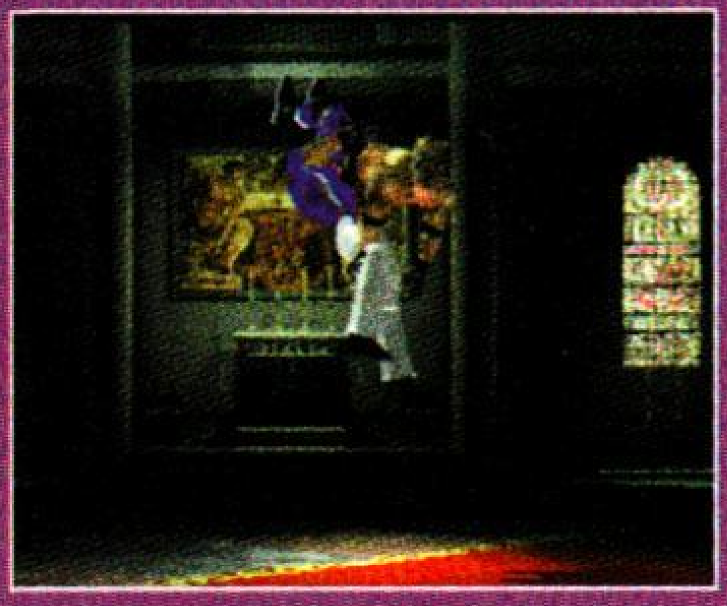
鉄拳 TEKKEN 2



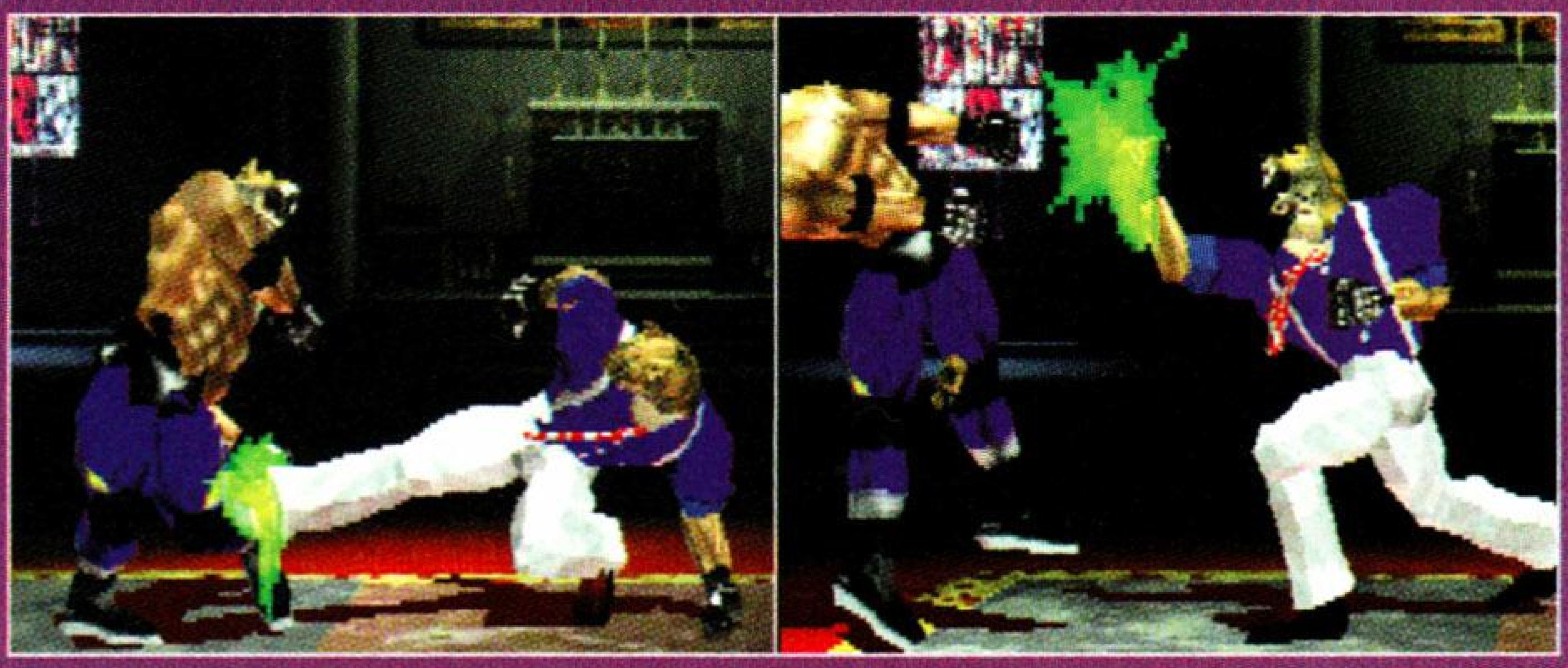
the perfection of his Jaguar Lariat; a new clothesline variant that drops an opponent to the ground in a matter of seconds, and can be followed with a pounce, sweep or even King's old Elbow Drop. Finally, a mention must be made of King's excellent Ali Kick; an improved version that can hit up to six times (and stuns after three), and this can be slotted into a combination with ease, and forms the basis of some great ten-hit attacks.

Of course, King wouldn't be a psychotic Mexican churchgoer without a couple of unbelievable grappling combinations that simply take your breath away. Two are detailed below, and are the key to whipping the charity priest into a hideous blood-craze bone-cracking frenzy! These displays are for the true Tekken 2 expert, as they require exact timing and furious joypad manipulation; but pull one of these techniques off and your foe won't know what's hit him. Firstly, try the One Double Mexican Combo, where King grapples his assailant with a number of linked throws; starting with the Reverse Arm Clutch Slam where King lifts his adversary up and over his left shoulder. Next, perform the Back Drop where the Leopard-masked madman grabs his victim from behind and lefts them over his head in a suplex=frenzy before dropping them onto the floor again; followed by the Rear Man Suplex where the now-pulped foe is lifted again before being dropped onto the now blood-soaked combat arena. Next, execute the Power Bomb and finish with the excellent Giant Swing where King spins his enemy around by their legs and throws them across the arena before dusting himself off and waiting for the victory signal. The victim meanwhile, should be lying dazed and broken with little prospect of retaliation at all.

King's last major combination is the delightfully bone-crunching Grapple Combo. King commences with the Helpless Hold, taking his victim by the ankles and walking forward whilst listening to the sounds of protest, shortly followed by an agonising crunch as the foe's ankles give way. Whilst this hobbling takes place, you should be trying the Indian Death Rock where King (still in mid-grapple) straddles and wrenches out the victim's legs from their sockets. From here, you have the option of executing the STF or the Romero Special. As some of you may be aware, the Romero technique has been nicknamed the 'Surfer', as King locks his victim by the wrists and (now limp) ankles from below, and arches his back; stretching his pulped adversary like a rack until the strain becomes too much and all the limb sockets are wrenched apart! Alternatively, continue your display with the STF, and watch as the priest (still holding the legs of his broken foe) moves up the victim and sits on their head, constricting the enemy still further; at which point you may finish with the Scorpian Death Rock, a subtle and understated move where a haunched King tries to cure his opponent's back problem by wrenching it open and splintering their thighs and pelvis in a cacophony of cartilage crunching! Make no mistake; King's wrenching techniques alone could win him the necessary funds he so desperately seeks.

KING'S FIGHTING TECHNIQUES	*TECHNIQUE CONDITION*	*DAMAGE*
BRAIN BUSTER	*Near opponent* [○●/○●]	30
COCONUT CRUSHER	*Near opponent* [●○/●○]	30
DDT	*Near opponent* ↙ ↙ [●●/○○]	55
TOMBSTONE PILEDRIVER	*Near opponent* ↙ → [●●/○○]	65
JAGUAR DRIVER	*Near opponent* ↓ ↘ → [●○/○○]	25
GIANT SWING	*Near opponent* → ← ↙ ↓ ↘ → [●○/○○]	70
ONE, TWO PUNCH	[●○/○○] [○●/○○]	12, 15
ONE, TWO UPPER	[●○/○○] [○●/○○] [●○/○○]	12, 15, 10
EXPLODER	→ → [○○/●●] *or* [○○/●●]	25
SATELLITE DROP KICK	→ → → [○○/●●]	40
GOAL KICK	→ → [○○/○●]	30
KNUCKLE BOMB	↗ [●●/○○]	35
ALI KICK	*While crouching* ↘ [○○/○●] [○○/○●] [○○/○●]	17, 7, 7
ALI KICK (WITH COUNTER)	*While crouching* ↘ [○○/○●] [○○/○●] [○○/○●] [○○/○●] [○○/○●]	17, 7, 5, 4, 3
ELBOW DROP	*While jumping* [○●/○●]	35
KING'S FLICKER	→ → [○○/○●]	20
STOMACH SMASH	→ → *Joystick in neutral* [○●/○○]	6
DYNAMITE UPPER	↓ ↘ [○●/○○]	20
FLYING CROSS CHOP	→ → [●●/○○]	15
DOUBLE KNEE DROP	↑ [○○/●●]	40
FRANKENSTEINER	↘ [○○/●●]	20
RIGHT STRAIGHT TO LEFT UPPER	[○●/○○] [●○/○○]	12, 15
LEFT STRAIGHT TO RIGHT UPPER	*While crouching* [●○/○○] [○●/○○]	5, 15
MOONSAULT BODY PRESS	→ [●○/○●]	25
JAGUAR LARIAT	→ [●●/○○]	50
HI-JACK BACK BREAKER	*After Stomach Smash hits* [●●/○○]	40
HI-JACK POWER BOMB	*During Back Breaker* [●●/○○] ↑ ↓ [○○/●●]	60
HALF BOSTON CLUB	*From behind* [○●/○●]	55
COBRA TWIST	*From behind* [●○/●○]	55
FIGURE FORELEG ROCK	*Near opponent* ↙ [●●/○○]	30
ARCH ROCK FACE BUSTER	*During Jaguar Driver* [●●/○○]	30
BOSTON CLUB	*During Jaguar Driver* [●●/○○] [○○/●○] [○○/○●] [●●/○○]	45
ELBOW STING	↓ [●●/○○]	15
SPINNING SMASH	*During first hit of Ali Kick* [○●/○○]	10
OCTOPUS HOLD	*During fourth hit of Ali Kick* [○○/○●] [○●/○○] [●○/○○] [○○/●○]	80
1. HELPLESS HOLD	*Near opponent* → ↘ [●○/○●]	30
2. INDIAN DEATH ROCK	*During 1.* [●●/○○] [●○/○○] [○○/●○] [●●/○●]	30
ROMERO SPECIAL	*During 2.* [●●/○○] [○○/●○] [○○/○●] [●●/○○] [●●/●●]	50
3. S.T.F	*During 2.* [●○/○○] [○●/○○] [○○/●○] [●○/○○] [●●/○○]	35
SCORPION DEATH ROCK	*During 3.* [●●/○○] [○○/●○] [●○/○○] [●○/●○]	35
ONE DOUBLE MEXICAN COMBO	*The new multi-throw combination*	
4. REVERSE ARM CLUTCH SLAM	*Near opponent* → ↘ [●○/●○] *or* [○●/○●]	25
5. BACK DROP	*During 4.* [○●/○○] [●○/○○] [●●/○○]	18
6. REAR MAN SUPLEX	*During 5.* [○○/●●] [●●/○○]	15
7. POWER BOMB	*During 6.* [●○/○○] [○●/○○] [○○/●●]	25
GIANT SWING	*During 7.* [○●/○○] [●○/○○] [○○/●○] [○○/○●]	30

*The **BEAST PRIEST** is off the alcohol! He's **FRESH AS A DAISY** and ready to dish damage!*



King Personal Data

FIGHTING DRESS CODE

COSTUME 1: *Leopard mask, bare chest, black elbow pads, dark blue wrestling tights with yellow lighting slash, Doctor Martin boots with white leather fold at top, leopard tail, black studded gloves.*

COSTUME 2: *Leopard mask, blue buttoned shirt with white braces, white trousers, black shoes, red and white chequered tie, black studded gloves.*

VICTORY POSES

STANCE 1: *He crouches into horse stance and rises up, shaking both fists up and down in the air and growling in triumph.*

STANCE 2: *He leaps forward, punching the air with his right fist before landing, raising his right arm and growling in triumph.*

HOMELAND

The darkened altar at the church of St Teresa in Mexico. An ornate painting hangs above the stone altar, whilst stain glass windows and four candles illuminate the red carpet of the fighting arena. Once off the carpet, the floor becomes marble squares.

BAEK DOO SAN

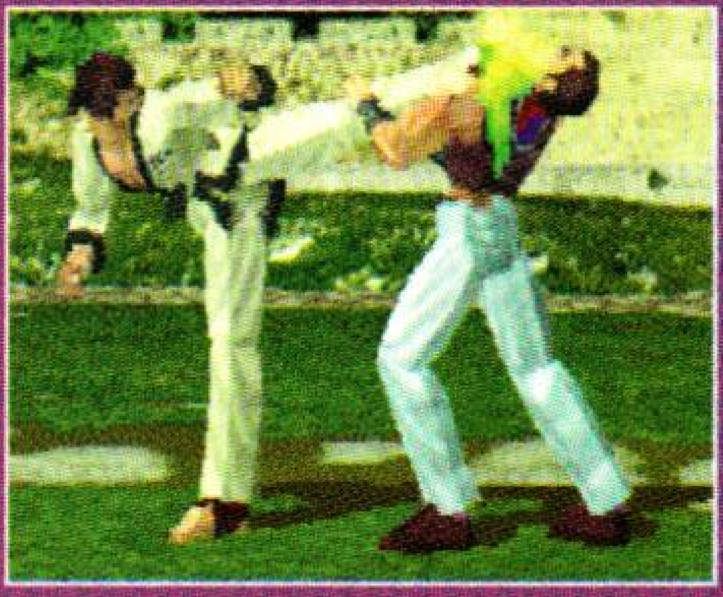
KOREAN KILLING HAWK

"WATCH YOUR STAP,LAW! I'M HERE TO SEE YOU RETIRE FROM COOKING PERMANENTLY!"

"THE HUNTING HAWK IS HERE! PREPARE TO FACE GRUESOME EXECUTION!"

Baek, although not strictly a main character (as he is not initially available), has been included in the main list as he was instantly selectable in the arcade version with the flick of an internal switch, and more importantly, he is one of the finest fighters in the game. Baek is similar to Jack-2 in one respect; in that he uses one form of attack almost exclusively, but where the Russian monster android is quite happy to maul opponents into submission with power punches, Baek's training in the arts of Tae Kwon Do has meant a reliance on kicks, and despite a small number of linked punch strings, the Killing Hawk uses devastating kicks (with yet another trademark explosion) to force the blood from his foe.

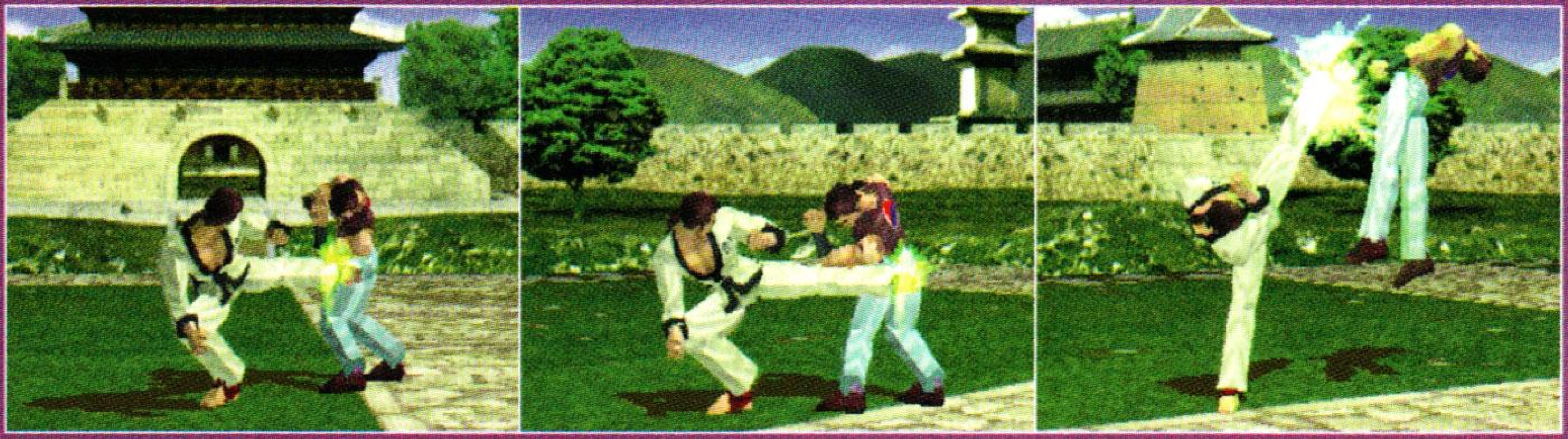
Starting with his simpler techniques, try Baek's Butterfly Needle combination for some hard hitting kicks that may be varied depending on height. Very fast, these linked Butterfly kicks can be changed towards the end of the combo, so experiment with finishing on an upper or lower Needle. The upper is easily countered, but with a mix and match approach, you should always be able to inflict damage as your opponent won't know what you are going to finish with. Also try jumping in with this attack for a spot of variation and some long range surprise hits. Next, try a series of unlinked kicks known as the Black Widow technique, and the varying heights of these attacks are also useful for confusing a foe and changing their attack pattern to defending your onslaught. The only problem is the range; and you must start your technique close in, or Baek ineffectually leg-swipes and misses his enemy; leading to an embarrassing counter-attack and much crowd disapproval.



Once you've learned the basics of this Tae Kwon Do master, try one of these two hit combinations; the Heel Knife or the Albatross. Both are excellent Tae Kwon Do techniques, and see our pony-tailed bounty-hunter commencing a Heel Drop that ends with a mid-range connecting hit. Although quite tricky to employ in the combat zone, this is fast and ferocious and strikes the foe's midriff twice, making it rather tricky to block. Try the more powerful variant (the Albatross) that strikes twice with a two-stage Heel Drop. Also present in Baek's Heel Drop repertoire is the Hammer Heel, which starts like a normal heel technique but changes into a wide arching strike that floors an unsuspecting opponent, providing the arch is timed to perfection. Again, timing is the key to success, as the delay between execution and strike allows a counter-strike on the powering Baek.

Also available are a number of techniques with the word Blade present, and any that are so described make ideal initial strikes that can be combined into a floating combination. Examples of these techniques are the Wing and Starlight Blades, and both see Baek start from a crouch into a dash before quickly sky kicking an enemy into orbit, where a floating combination may then be started. The Starlight variation is essentially the same, but requires slightly more competent as Baek launches into his Blade from a small leap.

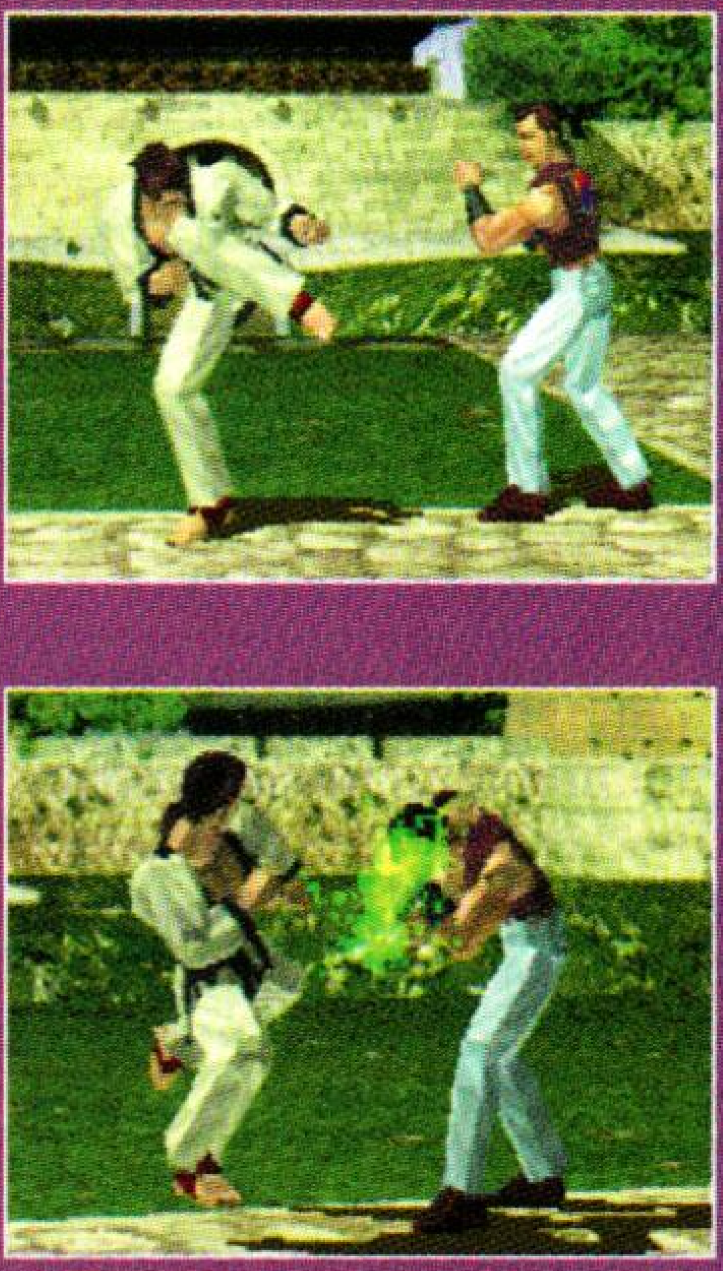
SOME OF BAEK'S MOST BASIC MOVES ARE HIS MOST STUNNING! TRY THE **BUTTERFLY KICK**!



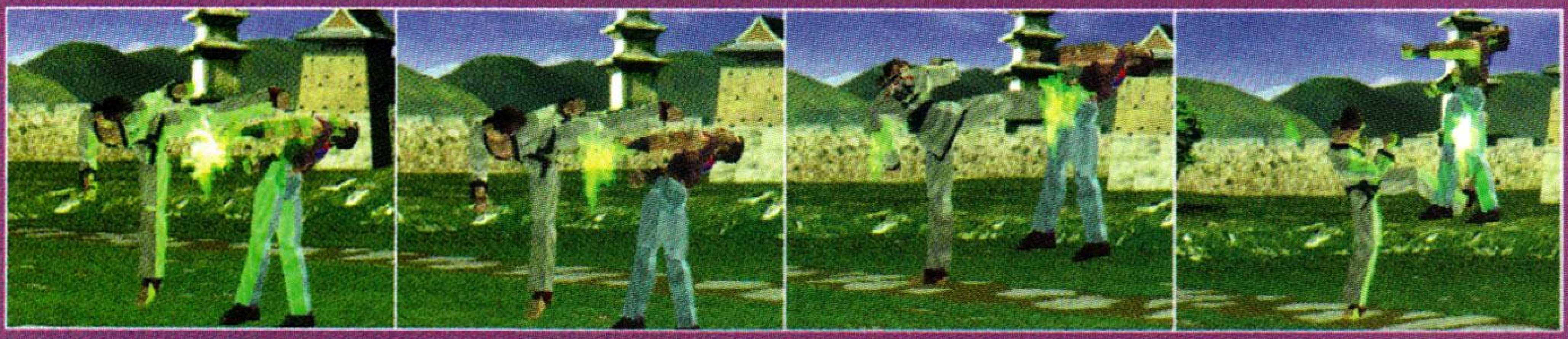
Baek also benefits from a superb air combo; known throughout Korea as the Hunting Hawk. This marvellous three-hit kick nightmare firstly looks amazing, and strikes the opponent thrice, and providing the second hit breaks the enemy defences, the third blow automatically connects. Note that this is the Baek Doo San version of Heihachi's excellent Back Sky-whirling Knife Legs.

For more Baek skills, try a more cunning approach to foe disposal with the

The Flamingo move is excellent when you wish to dodge an attack or try a flank movement (below).



THIS **HIRED KILLER** IS ALMOST UNSTOPPABLE!
WATCH HIM TAKE DOWN THE MIGHTIEST OF ASSAILANTS WITH EASE!



BAEK DOO SAN PERSONAL DATA

NATIONALITY KOREA
FIGHTING STYLE TAE KWON DO
AGE 27
HEIGHT 180 CM
WEIGHT 70 KG
BLOOD TYPE B
OCCUPATION WEAPONLESS PIT-FIGHTER
PASTIME SKY-DIVING
ENJOYS SEEING AN OPPONENT'S BLOOD SPILLING
SUB-BOSS MARSHALL LAW
STAGE SETTING ANCIENT SHAOLIN TEMPLE

Baek's father was one of the foremost experts of Tae Kwon Do that Korea ever witnessed. During his childhood, he taught the youngster the ways of this martial art, and won many tournaments until an injury forced him to quit the sport. This lead Baek's family into dire poverty and angered the youth, who became unruly and eventually killed his father after a furious argument. Full of remorse, he was dragged away from his mother and taken into police care where he spent much of his young adulthood. During this time, his Tae Kwon Do skills became legendary as he became totally focussed on his fighting abilities; wishing to honour his respected father. After three years he fled the police home and took to the streets, becoming a pit fighter of great strength and a firm audience favourite; striking opponents again and again just to see their pulped faces coughing up blood. Tracked by a secret organisation aware of his past, Baek is press-ganged into assassinating the owner of a piece of property valued by this group; a certain Marshall Law. Baek is only partially successful, and decides to enter the second competition to complete his (rather enjoyable) task.

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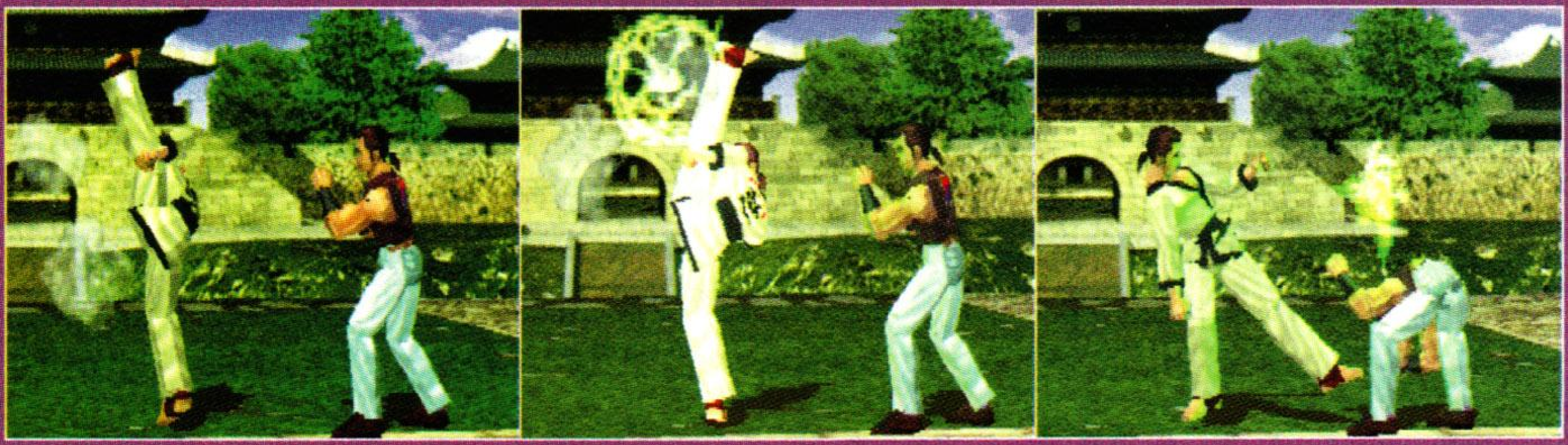
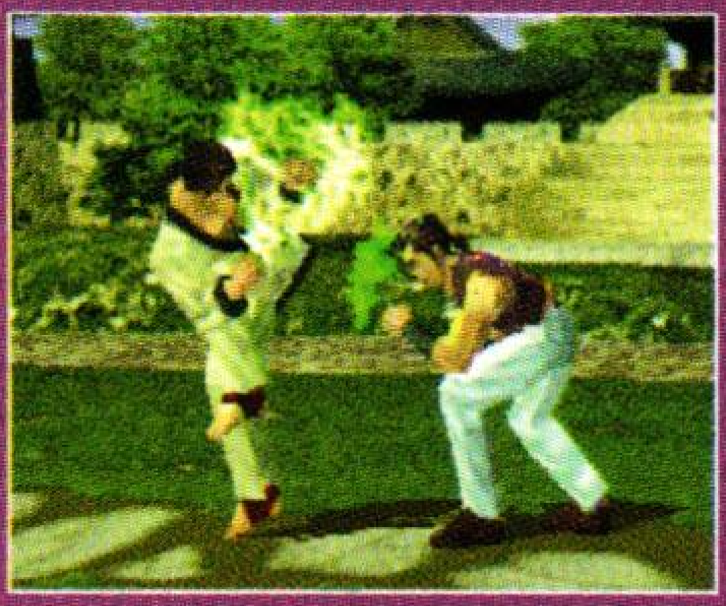


鉄拳 TEKKEN 2

BAEK IS ON FIRE! HIS ***HEEL EXPLOSION*** *WILL STRIKE DOWN!*
ALL ENEMIES SHALL FEAR THE NAME BAEK! ALL, YOU HEAR?!

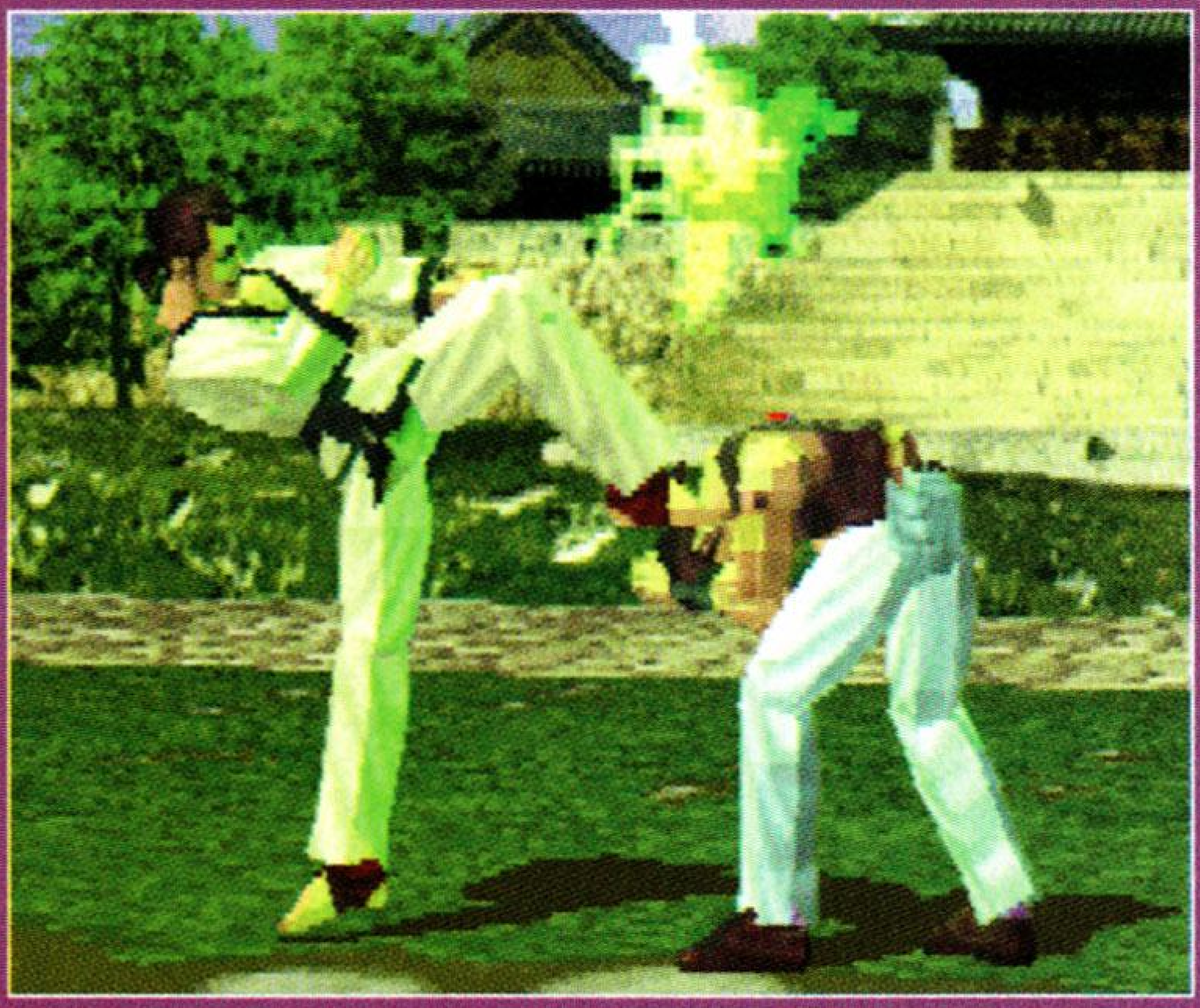
delightful Flamingo movements. Baek (as one might expect) lifts his leg and hops to the side in a rather graceful manner, pivoting around his adversary up to three times before unleashing whatever combination or Flamingo move you can muster. A good link potential and a confusing stance make this a favourable technique to learn, and the ability to dodge incoming attacks adds even more to this inspired manoeuvre.



Baek is another character blessed with a number of excellent and damaging throws. His normal grapples (the Cobra Bite and the Swordfish) are a joy to watch, but the Cobra Bite has more wounding power and is the preferred technique. His more complex throws (the Blue Shark and Hammer Head) are even more awesome, inflict sizable damage and may be followed with a pounce or sweep, but require deft joypad wiggling. Baek's final throw (the Starfish) is also a pleasure to perform, and similar to certain other characters', as he locks his arm around an enemy neck and flips them over their shoulder.

The street fighter with the legs of steel can also hold his own in the Guard Impossible stakes by utilising the Heel Explosion, a timed overhead kick the lands heavy and doubles them over before shooting them across the arena. Strangely, this inflicts only moderate damage for an unblockable technique, but the smaller time delay makes up for the striking power. A personal favourite of our Art Overlord, Baek's key to perfection lies in the linking of his kicking techniques, and these present little problem initially as Baek's fancy footwork is quick and with little time for a counter-attack, but the true mastery lies in the fluid linking of these attacks and the use of derivations.

BAEK'S FIGHTING TECHNIQUES	*TECHNIQUE CONDITION*	*DAMAGE*
BUTTERFLY KICK	⠂ ⠂ ⠂ ⠐	20, 20, 20, 20
BUTTERFLY NEEDLE	⠂ ⠂ ⠂ ⬇ ⠐	20, 20, 20, 20
SMASH KICK	⠐ ⠂ ⠐	20, 17, 7
BREAK NEEDLE	⠂ ⠐	20, 20
BLACK WIDOW	⠂ ⠂ ⠐ ⠐ ⠂	20, 20, 20, 25, 25
COBRA BITE THROW	➡ ➡ ⠈	40
HEEL KNIFE	➡ ⠐ ⠂	30, 25
ALBATROSS	*WHILE GETTING UP* ⠐ ⠐ ⠂	20, 15, 25
BAEK'S RUSH	⬇ ⠐ ⠂ ⠂ ⠂	7, 25, 15, 15
BAEK'S RUSH NEEDLE	⬇ ⠐ ⠂ ⠂ ⬇ ⠂	7, 25, 15, 15
HAMMER HEEL	➡ ➡ ⠐	15
HUNTING HAWK	↗ ⠂ ⠐ ⠂	25, 20, 12
WING BLADE	➡ ⬇ ↘ ⠂	25
BREAK BLADE	⠂ ⠐ ⠂	20, 20, 25
TRIPLE THREAT	➡ ⠐ ⠐ ⠂	30, 15, 15
STARLIGHT BLADE	↗ ⠂ ⬇ ⠐ ⠂	25, 20, 25
WAVE NEEDLE	*WHILE GETTING UP* ⠂ ⠂ ⠐	35, 15, 20
HEAT DESTRUCTION	*WHILE GETTING UP* ⠂ ⠐ ⠐ ⠂	35, 15, 25, 25
HURRICANE DESTRUCTION	*WHILE GETTING UP* ⠂ ⠐ ⠐ ⠐ ⠂	35, 15, 25, 15, 15
FLAMINGO	⬅ ⬅ ⠂	
FLAMINGO MOVE	*DURING FLAMINGO* ⬅	
HEEL HUNTER	*DURING FLAMINGO* ⬅ ⠂	21
HEEL CUTTER	*DURING FLAMINGO* ⠂	15
MACH NEEDLE	*DURING FLAMINGO* ⬇ ⠂	7
FLAMINGO WAVE NEEDLE	*DURING FLAMINGO* ⠂ ⠂ ⠐	15, 15, 15
FLAMINGO DESTRUCTION	*DURING FLAMINGO* ⠂ ⠐ ⠐ ⠂	15, 20, 25, 25
FLAMINGO HURRICANE	*DURING FLAMINGO* ⠂ ⠐ ⠐ ⠐ ⠂	15, 20, 25, 15, 15
SNAKE KICK	⬇ ⠂ ⠂ ⬇ ⠂	12, 7, 7
SNAKE BLADE	⬇ ⠂ ⠂ ⠂	12, 7, 25
TRICK SMASH	↗ ⠂ ⠐	25, 20
TRICK NEEDLE	↗ ⠂ ⬇ ⠐	25, 20
SILVER MANTIS	⠂ ⠂ ⠐ ⠐ ⠐ ⠂	20, 20, 20, 25, 15, 15
FLAME HAWK	*WHILE GETTING UP* ⠐ ⠐ ⠐ ⠂	13, 21, 15, 15
HEEL EXPLOSION	↙ ⠒	40
BLUE SHARK THROW	*NEAR OPPONENT* ⠘	40
HAMMER HEAD THROW	*NEAR OPPONENT* ⠃	40
STARFISH THROW	*FROM BEHIND* ⠃ *OR* ⠘	40
SWORDFISH THROW	*NEAR OPPONENT* ↙ ⠃	35
FLYING SNAKE SMASHER	➡ ➡ ➡ ⠂	35



BAEK DOO SAN PERSONAL DATA

FIGHTING DRESS CODE
COSTUME 1: *White Tae Kwon Do uniform with black trim and the world Korea emblazoned on the back in red with a Tae Kwon Do symbol (also on left breast). Black belt, maroon shin guards. Hair in ponytail, tied with green hairband.*

COSTUME 2: *Maroon waist coat with red/blue yin-yang symbol on back. Golden medallion (with father's portrait inside), light blue jeans, maroon shoes, purple socks and grey arm guards. Hair in ponytail with green hairband.*

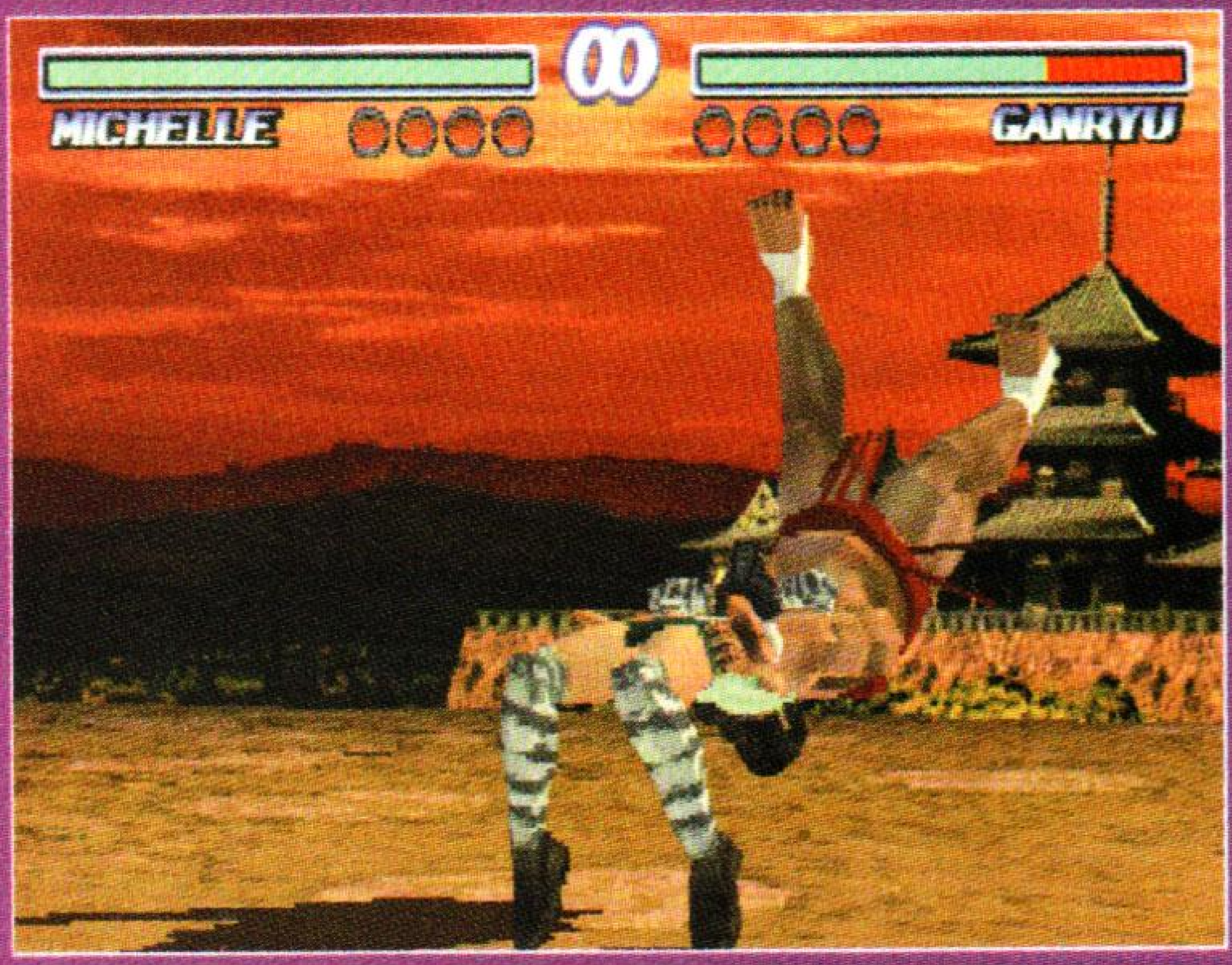
VICTORY POSES
STANCE 1: *In a typical Tae Kwon Do posture, he faces forward with both fist clenched at his chest, and pushes them out slightly.*

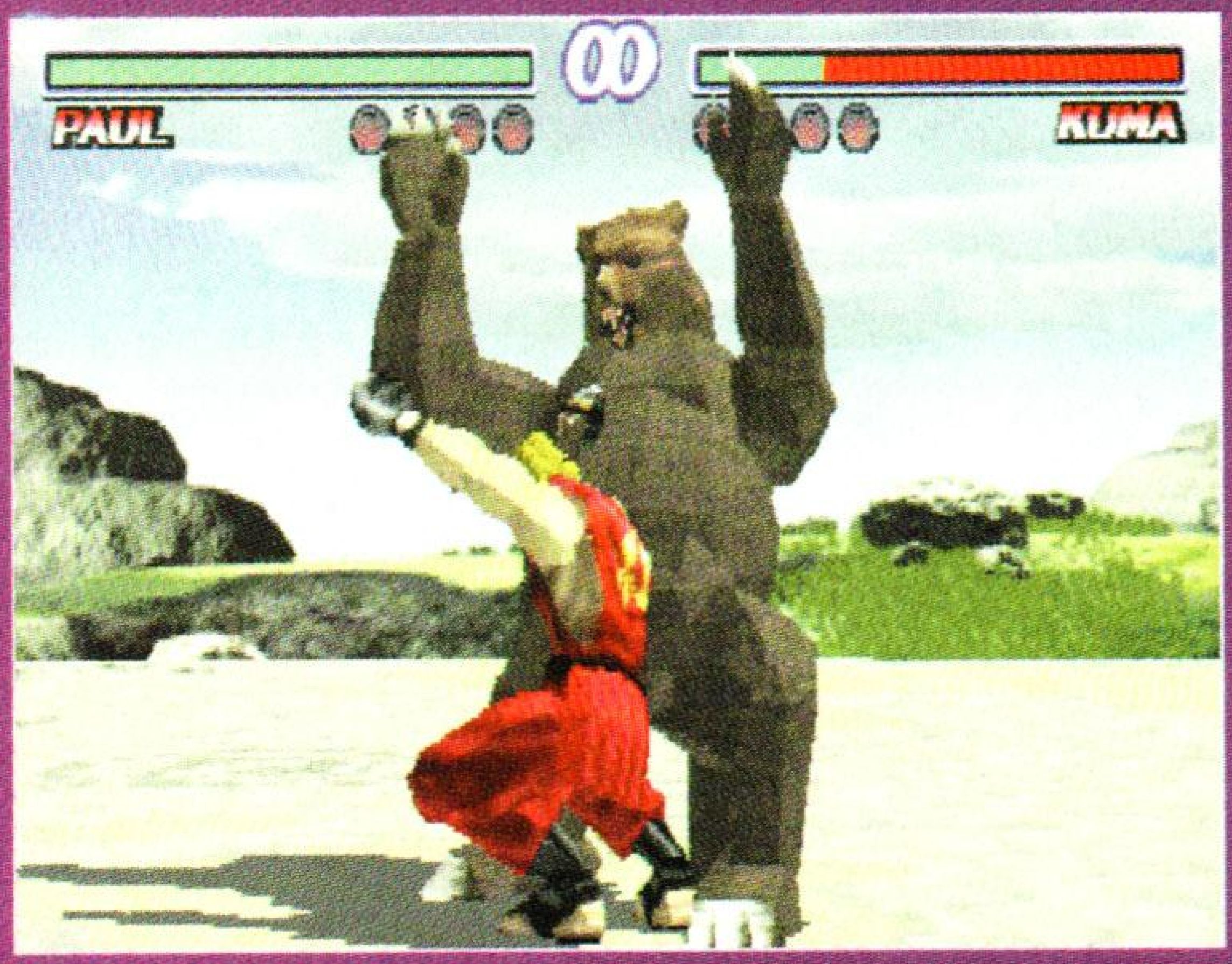
STANCE 2: *Performing a roundhouse with his left foot, he moves forward whilst axe-kicking with his right before side axe-kicking with his left leg and swinging it into a roundhouse move.*

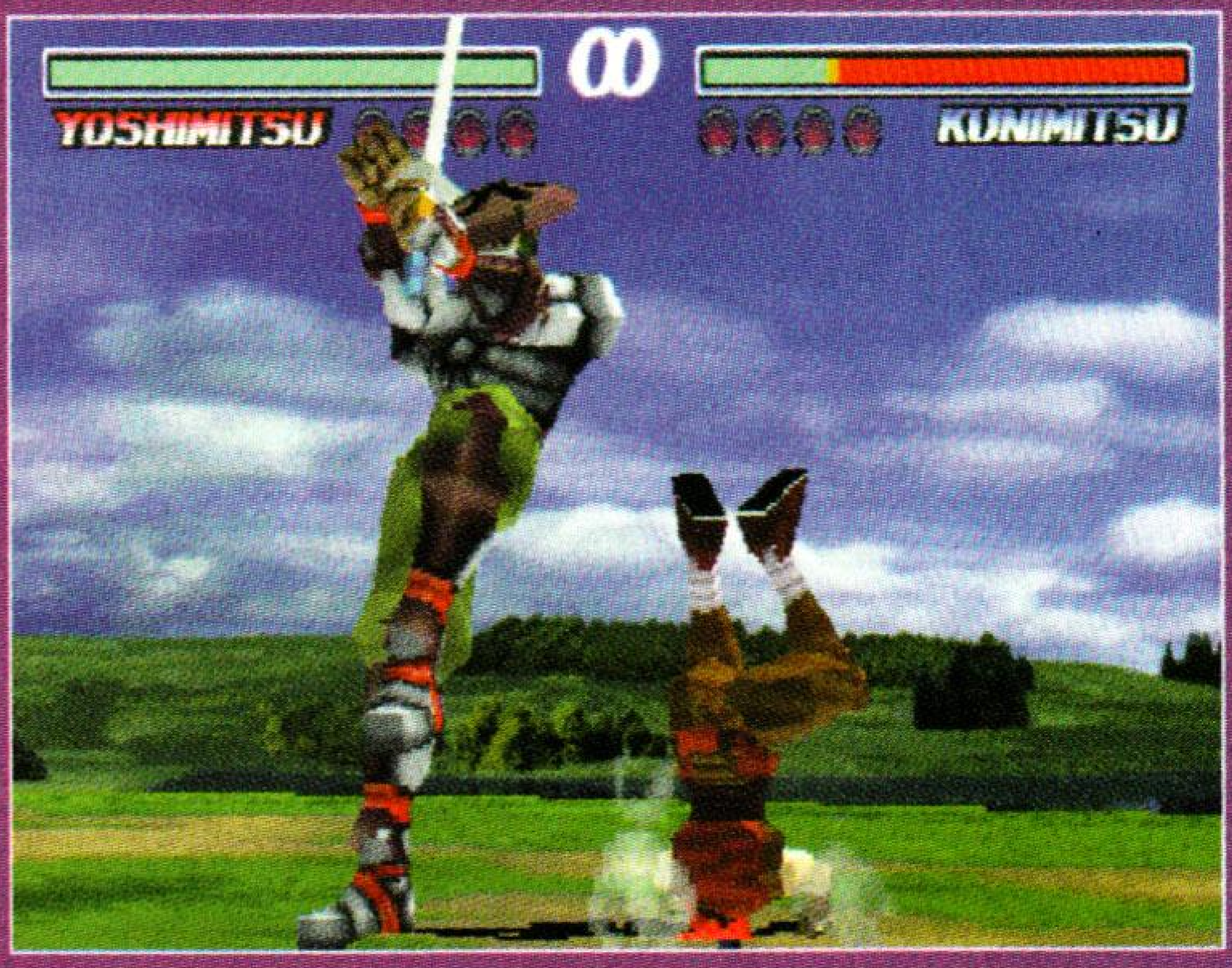
HOMELAND
In the lush pastures of the remote Korean countryside, a large Shaolin temple stands against the elements. With formal trees and various domed structures in the background, the battle is fought on a grass floor with cobbled perimeters.

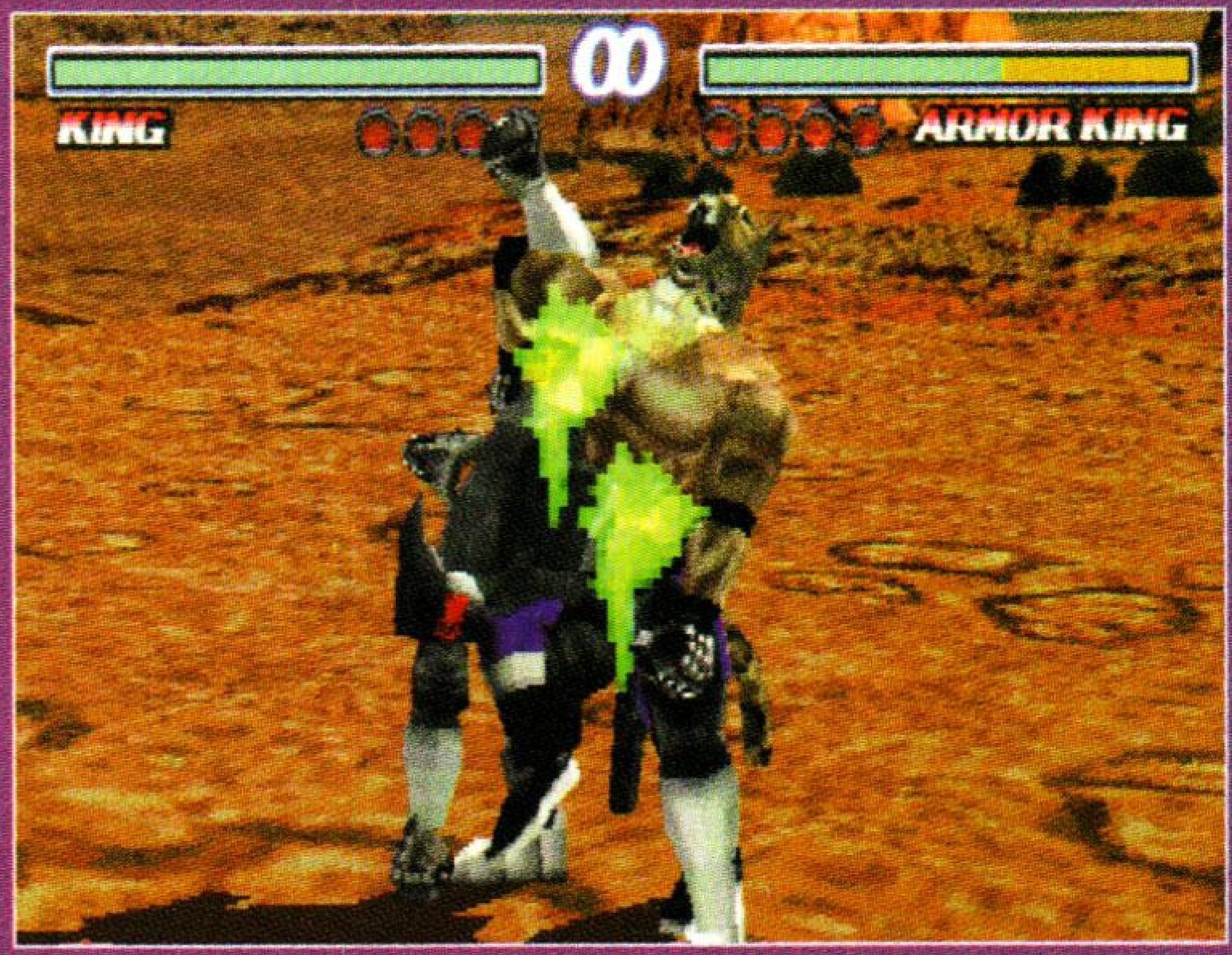
YET MORE HIDDEN COMPETITORS ENTER THE SECOND RAVE WAR

The playable sub-bosses are back with a vengeance!









Tekken 2 just wouldn't be the same without selectable bosses, and **MAXIMUM** is pleased to announce that the PlayStation sub-bosses are fully playable, as you might have been able to tell by our Selection screenshots. These initially hidden newcomers were selectable in the arcade version of Tekken 2 by inputting a code (or after a time delay in version B), but for the PlayStation port-over these extra characters provide a unique opponent for every main character before their final confrontation with the possessed Kazuya Mishima.

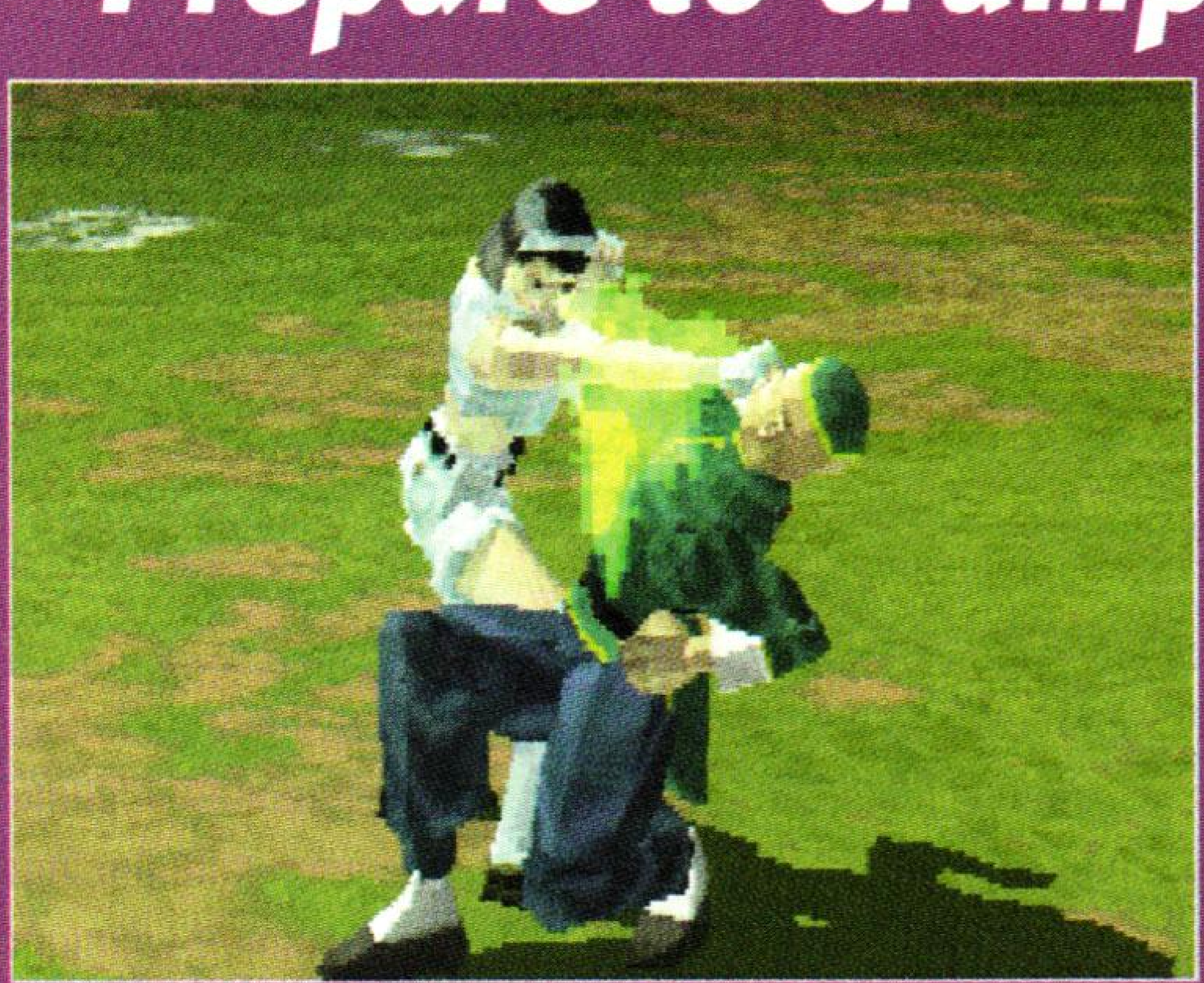
So, with each character having their own boss (including Law's sub-boss, Baek, who has been included with the main characters due to his prowess in the combat arena and the fact that he was initially selectable in the arcade), the possibilities of combat action reach new heights of excellence, especially when you realise the extra time that Namco have spent honing the sub-bosses into contestants with more to offer the player than was apparent in the first Tekken. These improvements range from the superficial to the unique, and give your Tekken 2 battles greater depth than ever before.

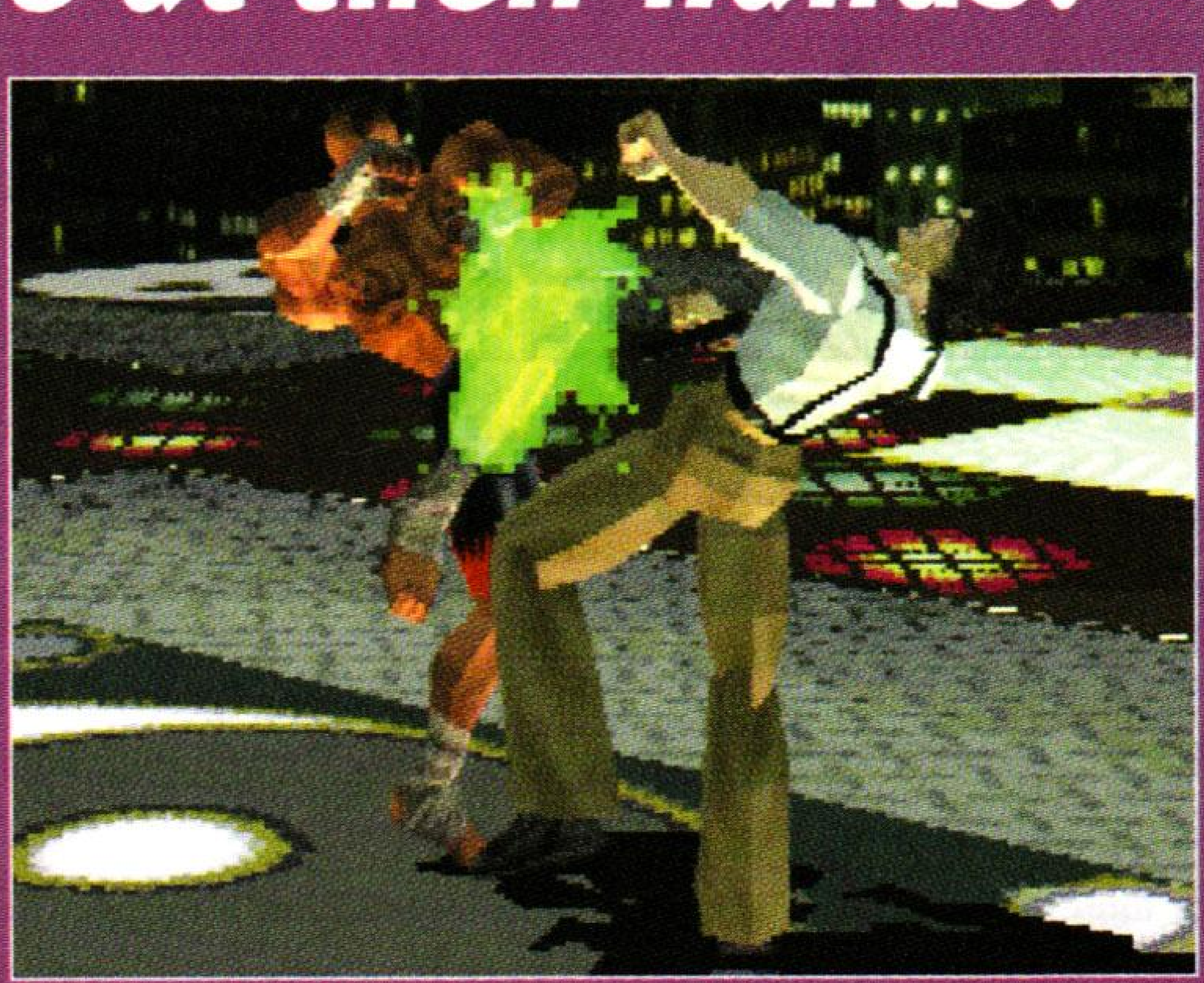
These new additions include a separate stage for every sub-boss, so now you may challenge Anna Williams in India or provoke Prototype Jack in the strangest setting ever seen. Away from the stages, fans will be pleased to learn that every sub-boss has a number of moves particular to themselves and no one else (known as original arts that tend to inflict the greatest amount of wounding), as Namco have moved away from bosses that are simple derivatives of the main cast. For the second Rave War, the assembled sub-bosses have followed the majority of techniques from a major character, but have also learned a number of moves from another unrelated contestant or two (techniques called sub-arts such as Armor King's variations on Heihachi's Thunder God Fist and Rising Uppercut). Finally, the sub-bosses each have their old ten-hit combos, but unfortunately have no extra variations to these original arts, and indeed Ganryu hasn't spent any time learning one single ten-hitter. The only (and extremely odd) exception to this rule is the extra ten-hitter of part-time electrical engineer Kunimitsu; who has an appalling array of moves but two ten-hit combinations!

A particular sub-boss becomes selectable in exactly the same manner as in the first Tekken; when a particular character commences their quest to emerge as the King of the second Iron Fist Tournament. Selection of a sub-boss is achieved by selecting your character and completing the game. Choose any number of rounds, time limit and continue as many times as you wish, and after your tournament victory, your sub-boss appears, ready to dish out some punishment on your behalf. Over the next nine pages, we present all the sub-bosses (including the all-new Thai mauler known as Bruce) for your heightened gaming pleasure. Of course, the characters don't end there, as yet more adversaries wait to be discovered, and these make their debut in the next installment. Until then, try your hand at perfecting these hidden competitors...

Hidden fighters have appeared! Prepare to crumple at their hands!

As you can see, the boss-related action doesn't get much more hardcore than this! For those wishing to experience some boss-slapping action, we recommend that you choose a sub-boss with the main arts of your favourite initial character. Then you should learn the new techniques and challenge all to bouts of bloodletting! Oh yes!





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鉄拳 TEKKEN 2

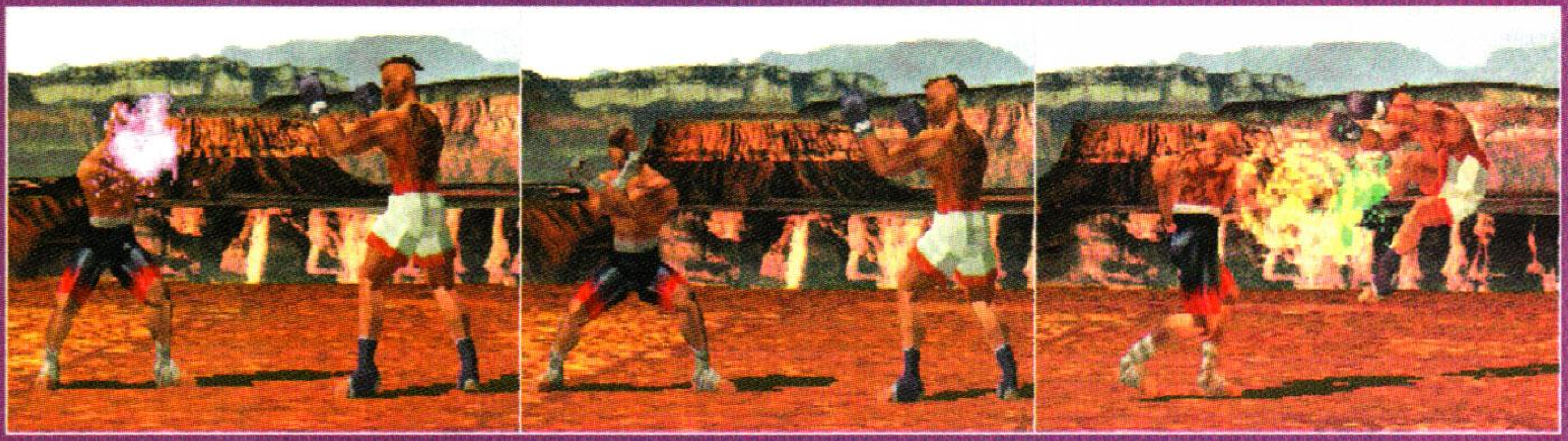
BRUCE IRVIN

NIGHTMARE IMPACT

"LEI'S PARTNER DIED SCREAMING AT MY HANDS!"

The first of the Tekken 2 sub-bosses is a totally original character with completely original manoeuvres based on the Muai Thai style of kick-boxing. A very powerful striking combat monster, Bruce's main strength is an attacking style reliant on huge damaging knee, leg and punch strikes, and with a number of this linked together you can create a considerable fighting machine with power and a swiftness to counter any opposition attacks. Bruce should mainly be used as a combination hitter; inflicting a number of deep leg or knee hits on an opponent who is unsure of how to block them, and this is best achieved by executing one of Bruce's three-hit leg combos. Once you've given the enemy a taste of Bruce's violence, perfect the variations in his excellent grappling combination known as the Knee Hell and Bruce becomes an original character with considerable stature and combat presence.

Bruce's other main strengths lie in his toggling ability, as anyone who has tried blocking low or mid level kicks will tell you (through mouthfuls of teeth), and he also benefits from variations in attacks after his two initial kicks. This can lead a Bruce player into a veritable link-fest, as a Northern Light, Southern Cross or Rising Combination can be added providing your joypad dexterity is first-rate, and although these moves are difficult to link, they provide yet more evidence of Bruce's destructive power. Bruce's only failing is his lack of low attacks and a niggling temptation to use his basic throws, so overcome this by attempting his lengthy grappling maul. Once you've mastered this, Bruce becomes a truly terrifying opponent to face.

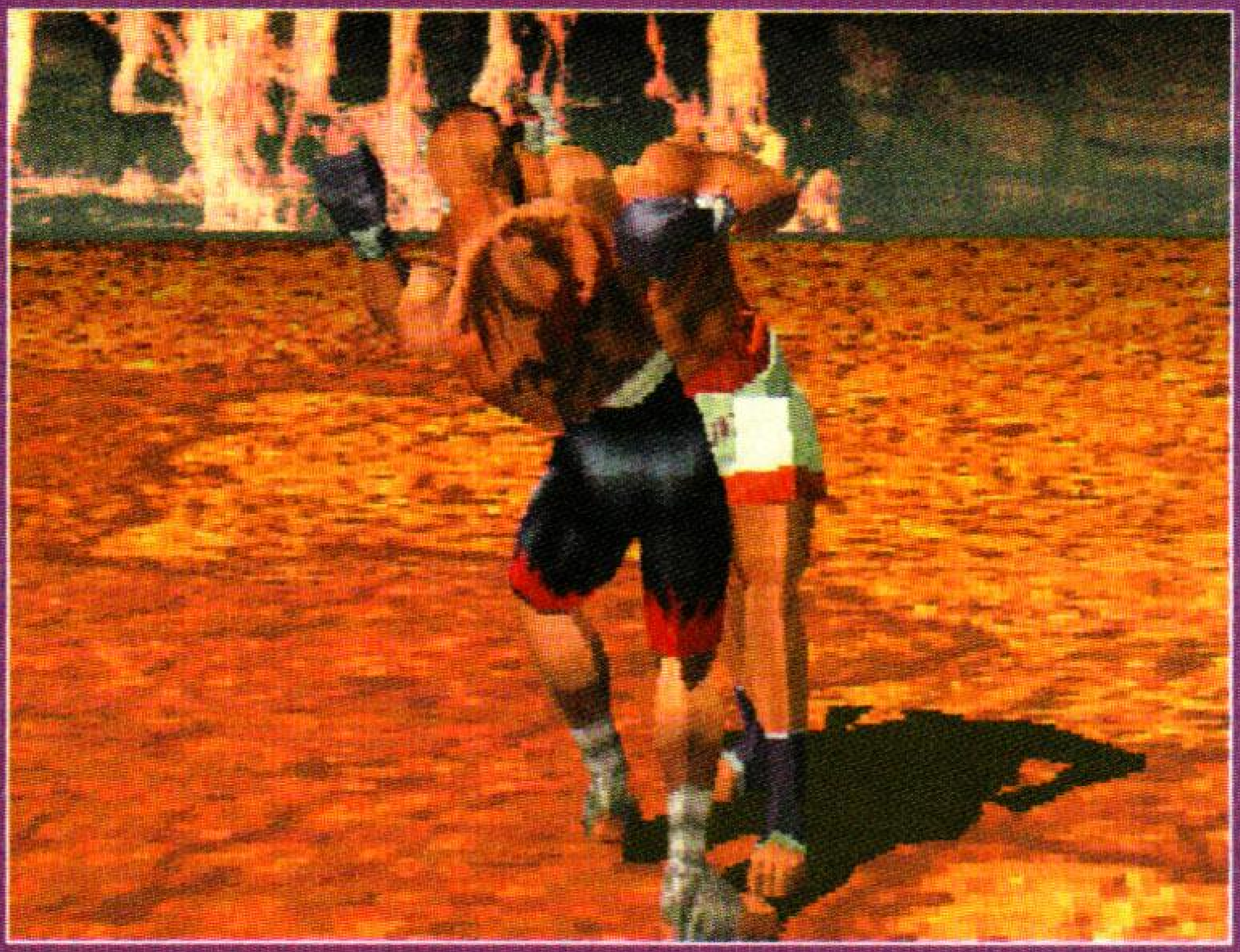


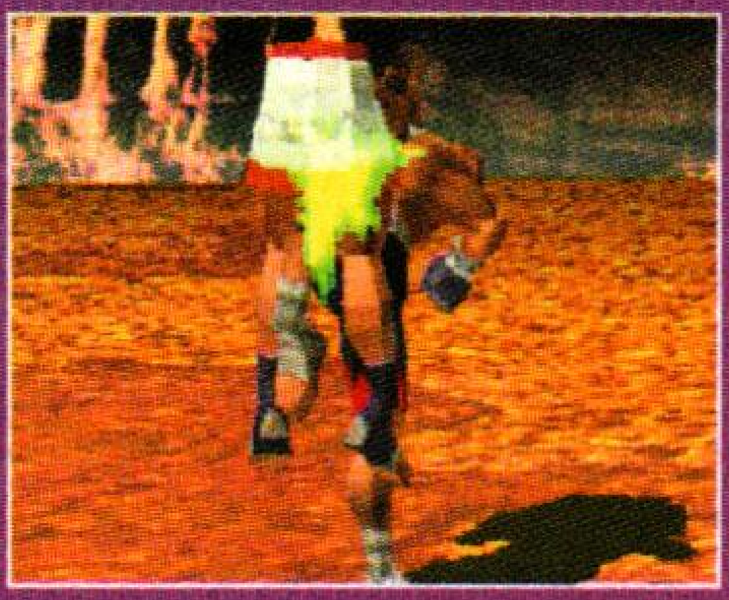
BRUCE'S **KNEE-BASED ACTION** WOUNDS OPPONENTS BEYOND MEASURE!

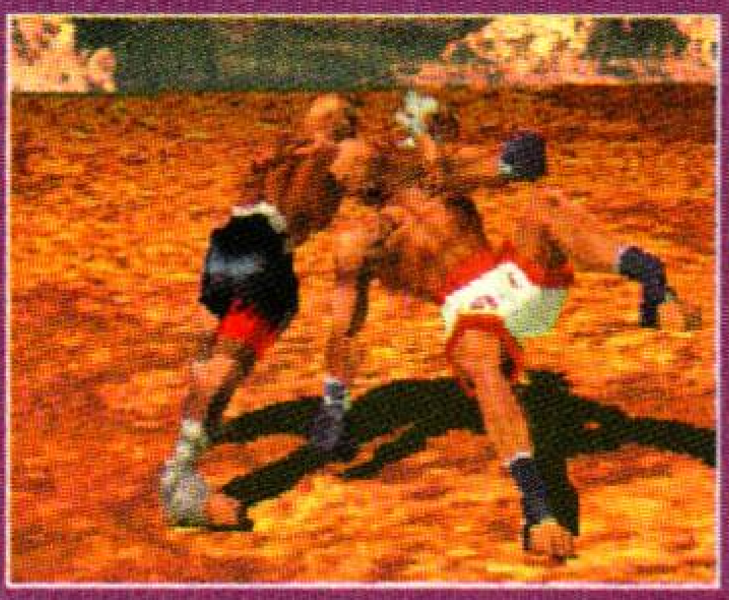
BRUCE PERSONAL DATA

NATIONALITY AMERICAN
FIGHTING STYLE KICK-BOXING
AGE 32
HEIGHT 190 CM
WEIGHT 85 KG
BLOOD TYPE A
OCCUPATION HIRED STREET FIGHTER OF KAZUYA
PASTIME COLLECTING GUNS
ENJOYS GUNPOWDER (THE SMELL AND TEXTURE)
SUB-BOSS LEI WULONG
STAGE SETTING DEATH VALLEY AT MIDDAY

In the world of kick-boxing, Bruce Irvin has carved an impressive niche for himself, becoming the undisputed heavy-weight champion some five years ago with an uncompromising style and a ferocious fighting temper. The reasons for Bruce's uncaring attitude both in and outside the kick-boxing arena is possibly due to the fact that he lost both parents and his brother when he was very young, and became a street urchin on the streets since then. His exposure to the seedier side of life at such an early age scarred him for life, and the violence he encountered taught him to train hard and inflict pain back. He now lives for fighting, and the accumulation of wealth through brawls and any pit fights he can enter. His recent career saw him jetting off to Thailand for a Muai Thai tournament in which he was paid to rig a fight by losing. The fight didn't go quite as planned, as Bruce ended up bludgeoning his foe to death in a truly spectacular showdown, and this angered a bookie of the Muai Thai gym who dispatched a professional killer to dispatch Bruce for lost revenue suffered. Meanwhile, a Hong Kong Detective investigating the Mishima organisation chanced upon Bruce (wanted by Thailand police for murder) during a flight from Thailand; and Bruce, the killer and the detective all confronted each other in mid-flight. This 'chat' soon developed into a full-scale battle, and the trio fought so ferociously that the plane crashed, killing the detective and the killer, but throwing Bruce free. After this, Bruce wandered in a remote region before being picked up by some of Kazuya's men and given a new job; as Kazuya's combat champion.







Here Bruce demonstrates just one variant from his Knee Hell. The sequence shows the beginning of the technique followed by a swift kneeing to the crotch (left). Finally satisfied that his opponent won't be getting up (or indeed having any children), his throws them asunder. Follow up with a stomp or sweeping move should you wish to do so.

BRUCE'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
HIZA-JIGOKU - KNEE HELL	MULTI-KNEE THROW COMBO	20
1. FRONT RIGHT KNEE KICK	NEAR OPPONENT ⬇ ↘ ➡ ●●○●	15
2. LEFT SIDE KNEE KICK	DURING 1. ○○●○ ●●●○	15
3. SPINNING RIGHT KNEE KICK	DURING 2. ●○○○ ○○●○ ●●○●	25
4. VACUUM FLYING KNNE KICK	DURING 3. ○●○○ ○○○● ●○○○ ●●●○	40
KUBI-NAGE - HEAD THROW	DURING 1. ●●○○ ●●○○ ●●○○	35
THAI-KON-KOHN	NEAR OPPONENT ○●○●	30
THAI-KOW-TORON	NEAR OPPONENT ●○●○	25
LEG BAZOOKA	➡ ➡ ○○○●	35
FORK CLUB	➡ ●●○○	25
TRIPLE THAI-FORK	➡ ●○○○ ○●○○ ●○○○	15, 10, 25
ONE, TWO HIGH KICK	●○○○ ○●○○ ➡ ○○○●	10, 12, 30
ONE, TWO MIDDLE KICK	●○○○ ○●○○ ○○○●	10, 12, 20
ONE, TWO LOW KICK	●○○○ ○●○○ ⬇ ○○○●	10, 12, 10
TRIPLE KNEE COMBO	⬅ ○○○● ○○●○ ○○○●	20, 15, 25
DOUBLE KNEE & LOW KICK	⬅ ○○○● ○○●○ ⬇ ○○○●	20, 15, 15
STOPPING	⬅ ○○●○	20
STOPPING FEINT KNEE	⬅ ○○●○ ○○○●	20, 20
SLEDGE HAMMER	●●○○	40
BACK ROLL	⬅ ⬅ ○○●●	
FEINT LEG BAZOOKA	DURING BACK ROLL ○○○●	15
SLICER	➡ ➡ ○○●○	30 - 45
GATLING COMBINATION	○○●○ ○●○○ ●○○○ ○○○●	25, 12, 15, 12
SPINNING FEINT STRAIGHT	⬅ ○○●○ ○●○○	20, 12
SIDEWINDER	⬅ ●○○●	60
NORTHERN LIGHT	●○○○ ○●○○ ○○●○	10, 12, 20
SOUTHERN CROSS COMBO	●○○○ ○○○● ○○●○	10, 20, 25
CYCLONE EDGE	↘ ○○●○	12
TORNADO UPPER	DURING CYCLONE EDGE ●○○○	50
RISING COMBINATION	●○○○ ○●○○ ●○○○ ○●○○	10, 12, 12, 15
QUICK SOVAT	○○●○ ○○●○	25, 25
SNIPER SOVAT COMBO	⬅ ○○○● ○○●○ ○○○●	18, 10, 25
DOUBLE FACE BREAKER	↘ ●○○○ ○●○○	10, 10
BACK FLING	FROM BEHIND ●○●○ OR ○●○●	40
SNIPER SLASH	➡ ➡ ○○●○	30
SIDE LOW & SIDE HIGH KICK	⬇ ○○●● ○○●○	15, 10
STEP-IN MIDDLE KICK	↘ ○○●●	15

ARMOR KING

INCARNATION OF EVIL

"HOW PLEASANT IT IS TO SEE YOU AGAIN, OLD FRIEND!"

Before howling at the skies in triumph, Armor King tries a little Moonsault kicking on his hapless alter ego (below).

King's nemesis has drifted away from the Mexican's style of wrestling, spending the intervening time formulating a number of original arts based on powerful strikes rather than grapples. Firstly, Armor King has none of King's multi-hit grapples, but this initial disappointment soon subsides when you get to grips with some of his devastating pouncing moves. Starting with Armor's sub arts, he has watched Heihachi closely and has formulated his own version of the famous uppercuts; and has called them the Black and Dark Smash and both are executed in the same manner. Apart from these two uppercuts, most of Armor King's techniques are remarkably similar to the beast priest's, with the lacking exception of any grappling combinations.

However, Armor King has a number of unique tricks up his metallic sleeve. When trying the Brainbuster move (the lift and drop technique), Armor King can follow it halfway through with the Steiner Screwdriver; where he turns his upside-down opponent and leaps into the air before landing on his victim's head! As you might expect, this is rather damaging but quite difficult to pull off. An easier move to master is Armor King's Black Shoulder, a shoulder charge after a small delay. The advantage of this is that it floors an opponent after one hit, but watch for that initial delay. More exciting are his leaping attacks. The first is the Moonsault Kick, a variation on King's technique (but with a different joypad input pattern) that sees our robotic wrestler leap backwards, descending onto the opponent with a heavy (and unblockable) boot to the top of the head. To finish off these techniques, try one of Armor King's Knuckle Bomber variations, a manoeuvre that is initially tricky to pull off until you execute a small jump before leaping into the air and descending onto the opponent ready to dish some two-fisted pummelling. Unblockable and without any delay, these bomber techniques are by far the most exciting in Armor King's repertoire, and coupled with the basics learned from King, you should have another beast of a fighter to control.

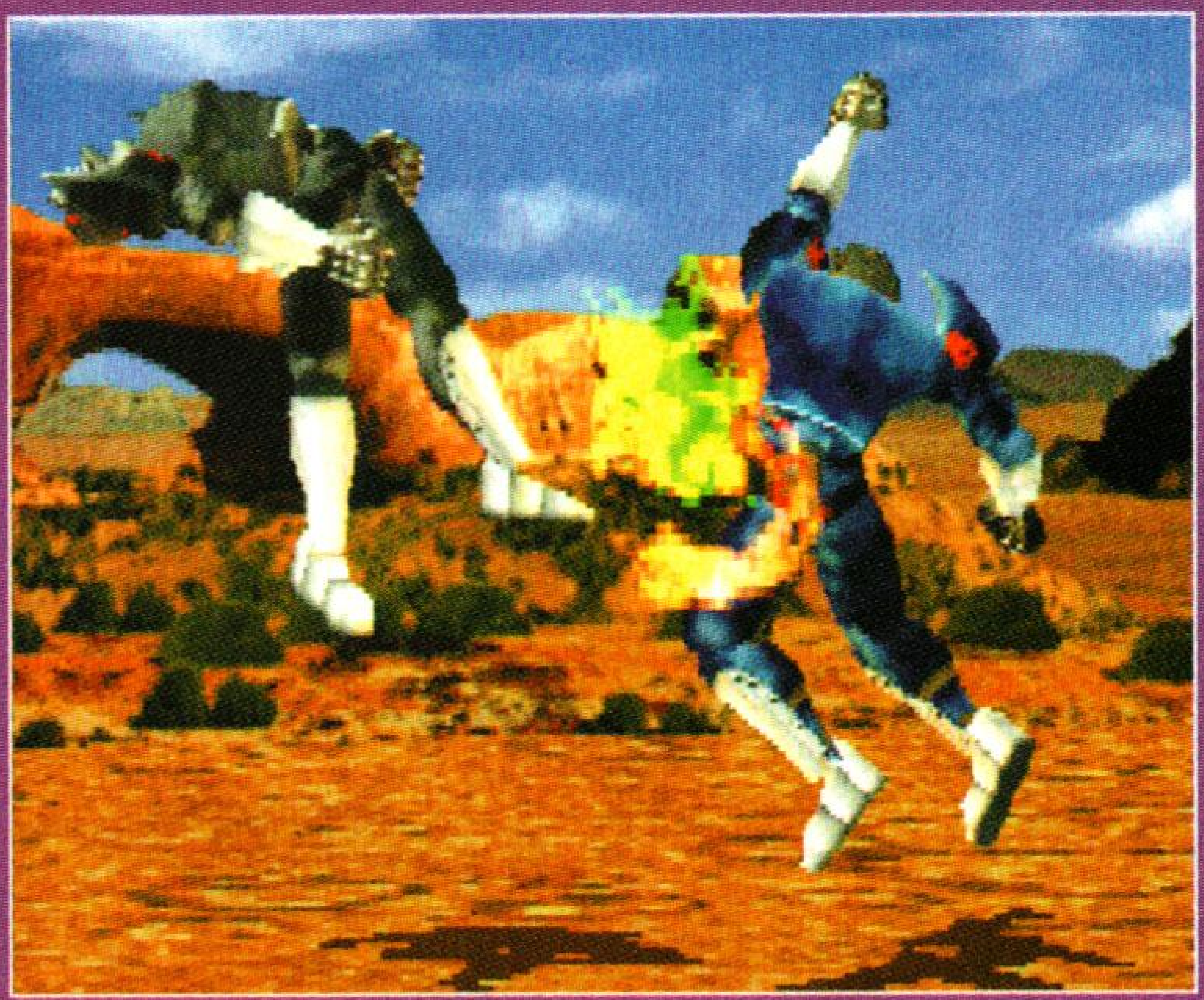
PUMMEL YOUR ENEMY INTO PIECES WITH THE **BLACK SHOULDER**! A BARGE WITH EXTRA POWER!

ARMOR KING'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
BRAIN BUSTER	NEAR OPPONENT ○●/○●	30
COCONUT CRUSHER	NEAR OPPONENT ●○/●○	30
DDT	NEAR OPPONENT ↙ ↙ ●●/○○	45
TOMBSTONE PILEDRIVER	NEAR OPPONENT ↙ → ●●/○○	65
JAGUAR DRIVER	NEAR OPPONENT ↓ ↘ → ●○/○○	25
GIANT SWING	NEAR OPPONENT → ← ↙ ↓ ↘ → ●○/○○	70
ONE, TWO PUNCH	●○/○○ ○●/○○	12, 15
ONE, TWO UPPER	●○/○○ ○●/○○ ●○/○○	12, 15, 10
EXPLODER	→ → ○○/●● OR ○○/●●	30
SATELLITE DROP KICK	→ → → ○○/●●	40
GOAL KICK	→ → ○○/○●	30
KNUCKLE BOMBER	↗ ●●/○○ ○○/○●	35
ALI KICK	WHILE CROUCHING ↘ ○○/○● ○○/○● ○○/○●	17, 7, 7
ALI KICK (WITH COUNTER)	WHILE CROUCHING ↘ ○○/○● ○○/○● ○○/○● ○○/○● ○○/○●	17, 7, 7, 7, 7
ELBOW DROP	WHILE JUMPING ○●/○●	35
KING' S FLICKER	→ → ○○/○●	20
GRAND SMASH	→ → JOYSTICK IN NEUTRAL ○●/○○	6
DYNAMITE UPPER	↓ ↘ ○●/○○	20
FLYING CROSS CHOP	→ → ●●/○○	15
DOUBLE KNEE DROP	↑ ○○/●●	40
FRANKENSTEINER	↘ ○○/●●	20 OR 45 OR 20 + 45
RIGHT STRAIGHT TO LEFT UPPER	○●/○○ ●○/○○	12, 15
LEFT STRAIGHT TO RIGHT UPPER	WHILE CROUCHING ●○/○○ ○●/○○	5, 15
BLACK SMASH	→ ↓ ↘ ○●/○○	30
DARK SMASH	→ ↓ ↘ ●○/○○	38
STEINER SCREWDRIVER	NEAR OPPONENT ○●/○● ↓ ↓ ↓ ●●/○○	55
REVERSE DDT	FROM BEHIND ●○/●○ OR ○●/○●	55
SUPER KNUCKLE BOMBER	↗ ●●/○○ HOLD ↓	45
JUMPING SUPER KNUCKLE BOMBER	↑ OR ↗ JOYSTICK IN NEUTRAL ●●/○○ ↓	45
JUMPING MOONSAULT KICK	↑ OR ↗ JOYSTICK IN NEUTRAL ●○/○●	25
JUMPING KNUCKLE BOMBER	↑ OR ↗ JOYSTICK IN NEUTRAL ●●/○○	35
ARROW STRAIGHT	← ●○/○●	35
BLACK SHOULDER ATTACK	→ ●○/○●	30

ARMOR KING PERSONAL DATA

NATIONALITY UNKNOWN
FIGHTING STYLE WRESTLING
AGE UNKNOWN
HEIGHT 193 CM
WEIGHT 193 KG
BLOOD TYPE UNKNOWN
OCCUPATION PROFESSIONAL WRESTLER
PASTIME DEFEATING ALL THOSE THAT CHALLENGE HIM, AFTER A PREVIOUS CONFRONTATION WITH PAUL PHOENIX
ENJOYS BEER
SUB-BOSS KING
STAGE SETTING ARIZONA SANDSTONE OUTCROP
MAIN ARTS KING
SUB ARTS HEIHACHI
ORIGINAL ARTS NINE

This mysterious fighter flits from one wrestling ring to another, waiting for a challenger worth grappling with. Long ago, he found this in a colleague of his, a Mexican priest known as King, and they became arch-rivals for many years. Armor King watched with increasingly interest as King's previous attempt to win the Rave War ended in disaster, and laughed heartily when King realised his dreams for an orphanage were shattered. As King chose the path of the drunkard, Armor King witnessed a change in King's condition as he no longer fought in any wrestling matches and disappeared for extended periods of time. This mirth changed to worry as King became close to the edge, and Armor King intervened just in time, retrieving his leopard mask and shaking some sense into him. King was told of the orphaned children and how they could benefit if King triumphed in the second competition, and this was enough for King, who promptly wiped the dirt from his face and began to train again. Armor King the professional underground wrestler and mercenary, then began to train himself, and although he respected King, he is looking forward with great desire to a final confrontation where King can receive his just punishment.



Another unblockable blow for Armor King fans to try (below). Note the Heihachi-inspired uppercut and Giant Swing (left).

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鉄拳 TEKKEN 2

KUMA

MAD BEAR

"ROAAYYKK?? TASTEE TASTEE FLESH!! GRROOO!!!"

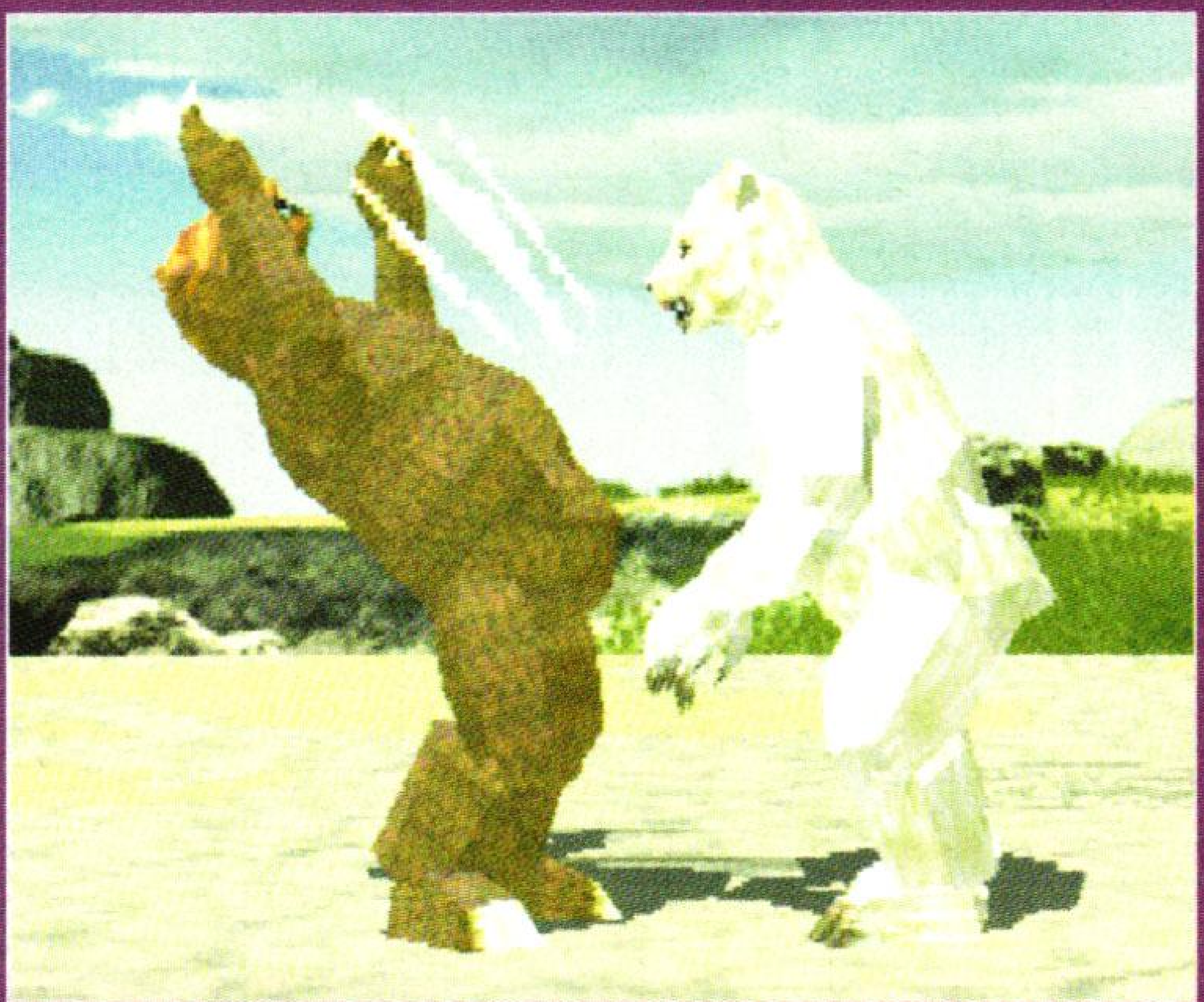
KUMA PERSONAL DATA

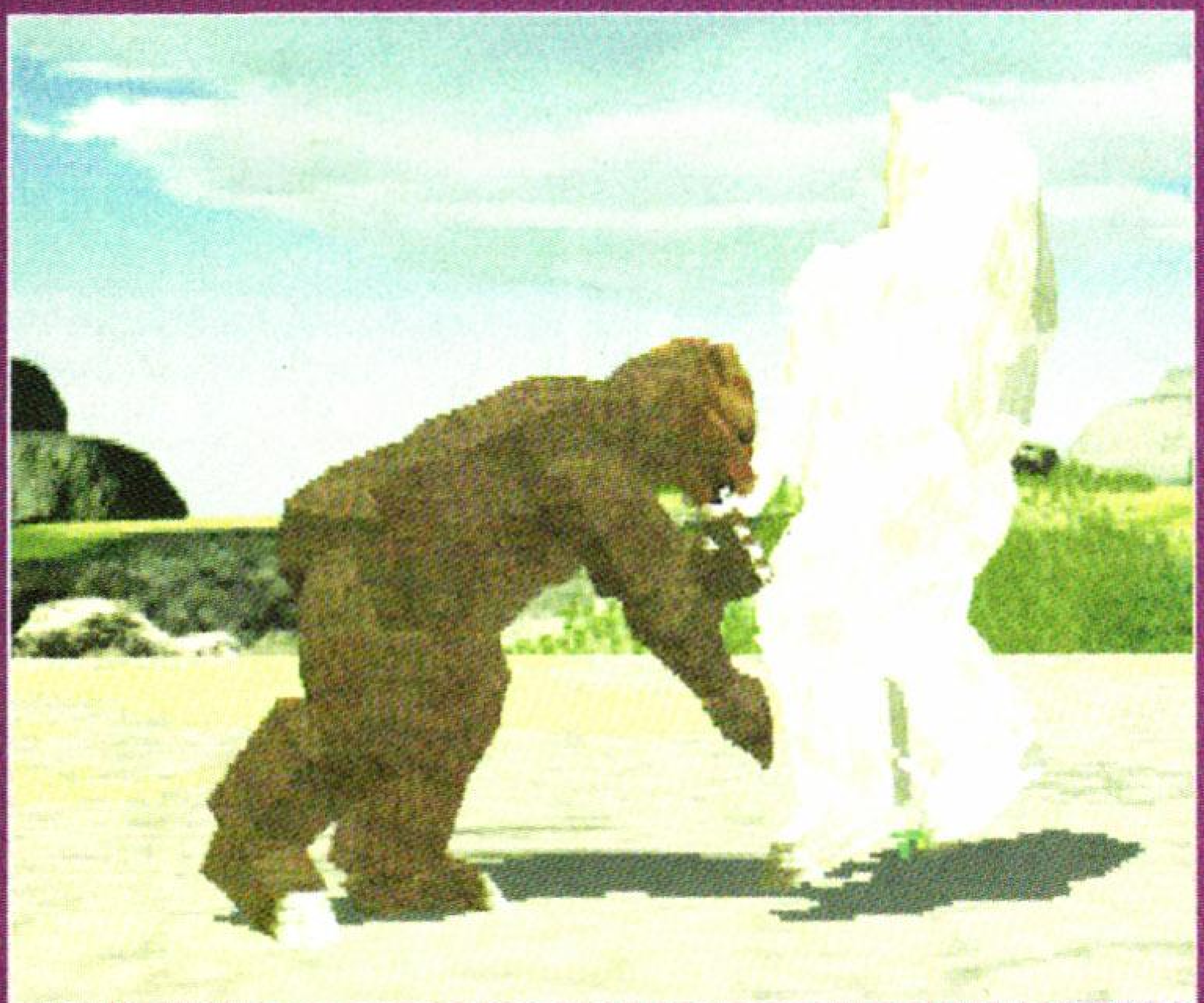
NATIONALITY NONE (HEIHACHI'S PET)
FIGHTING STYLE THE HEIHACHI SCHOOL OF KUMA-SHINKEN
AGE 22 TO 26 (IN HUMAN YEARS)
HEIGHT 280 CM
WEIGHT 210 KG
BLOOD TYPE UNKNOWN
OCCUPATION NONE
PASTIME NAPPING
FAVOURITE THINGS HUMAN FLESH AND ATTENTION FROM HEIHACHI
SUB-BOSS PAUL PHOENIX
STAGE SETTING PREHISTORIC DRIED MUD BED ON A CLOUDY DAY
MAIN ARTS JACK-2
SUB ARTS MICHELLE
ORIGINAL ARTS FOUR

The mighty Kuma was once an abandoned pup left in the forests of the Mishima estate that Heihachi discovered on a hunting expedition. Heihachi took the bear, christened him Kuma and when he grew to unmanageable proportions, Heihachi built an outhouse where Kuma was taught simple commands and hand-signals. Kuma surprised Heihachi by learned at an alarmingly quick speed; to such an extent that he was taught rudimental Japanese. After two years, Heihachi realised the power that the bear possessed, and trained him in the art of 'Kuma Shinken' at the Mishima School of Karate. None of Heihachi's associates can fathom why Kuma is so intelligent, and so have even left the estate fearful of the hidden intellect of the huge bear; especially as Kuma has usually been granted a diet of human flesh over the years.

Despite unflinching loyalty to Heihachi, Kuma leaves the side of his master rather frequently for pronounced bouts of sleeping (even in summer), and this has lead to a disjointed and immature fighting style; demonstrated in the first Rave War where he was defeated by Paul Phoenix. Kuma was impressed at Paul's prowess, as prior to the fight he believed that only his master was a strong human. Heihachi also fell (literally) during the first tournament, and following this defeat they retreated to a mountain dojo to retrain ferociously. Kuma has now travelled with Heihachi to the second Iron Fist competition, and enters with one thought; to destroy the human known as Paul Phoenix. All other competitors that he conquers will be eaten.

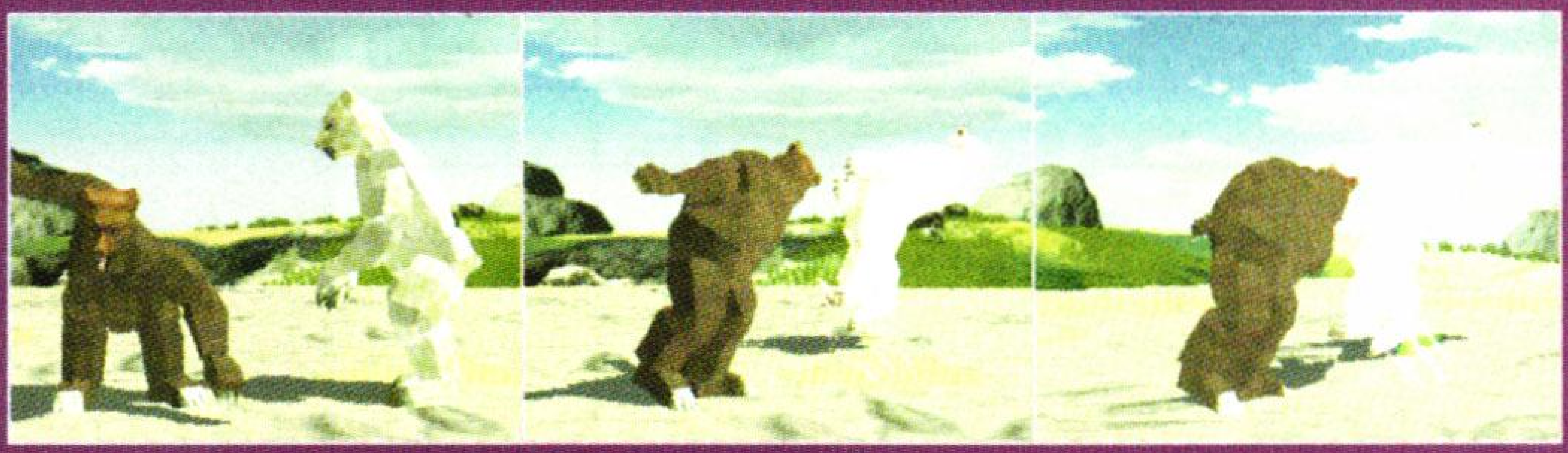
Since the last competition, Kuma has become a glitch-free fighting bear with a number of new and unique moves that make him a good choice of the player favouring Jack-2's fighting style. Those players favouring the predictable sweeping punches that dish great damage but with lengthy delay times between the start and finish of moves are bound to encounter Heihachi's pet when deciding on their next character, and Kuma is a possible choice from the ranks of Kazuya's finest. This bear, apart from commanding a great stage presence, also has a trademark hit explosion; a ripping claw mark that tears across the screen when Kuma attempts one of his moves, and this is yet another graphical flair that shows the amazing attention to detail that Namco are famous for.





THE **TERRIBLE CLAW** CAUSES HORRIFC CRUMPLING!

MAKE YOUR VICTIM SWIM WITH THE FISHES AFTER A **SALMON HUNT**!



Kuma's mixture of quick and slow attacks prove to be somewhat of a mixed blessing once the combat begins, and initially you should try your favoured Jack-2 techniques with a couple of Kuma-only moves thrown in to flummox an enemy. Starting with Kuma grapples, the big bear has a marvellous new attack known simply as the Bear Bite, where Kuma grabs his foe and chomps down on their neck and shoulders three times before casting them aside and sniffing the air for tastier morsels.

Kuma also has a new Guard Impossible; called the Terrible Claw, it does what the name suggests and sees Kuma growl and rise up to his full height before clawing his opponent viciously with both forelegs. An interesting but very odd variation of this is the Rolling Bear, where Kuma decides to curl up into a ball and roll through his opponent in a move purely designed to hit when the Claw misses. The most damaging of all Kuma's fighting techniques is the Bear Shoot; a reverse throw similar to Jack-2's and just as harsh on your enemy.

A final Kuma-only move is the delightful Salmon Hunting move where Kuma takes a long look at his target before launching into a long low swipe. Excellent to view, this Cross Cut Saw variant has one important drawback; so long is the build up that your enemy can not only counter from a distance, but can make a cup of tea before-hand.

Kuma is a weird character to use with a good variety of Jack-2 techniques, but is not really built for mid-air combos or anything except massive swiping moves and napping.

KUMA'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
BEAR HUG	NEAR OPPONENT ○●/○●	17, 17
HELL BREATH	●○/●○	20
BEAR BITE	NEAR OPPONENT → ○●/○●	50
BEAR HEAVEN CANNON	→ ●○/○○ ●○/○○ ●○/○○	10, 8, 14
SPRING HAMMER PUNCH	WHEN OPPONENT IS DOWN ↓ ●●/○○	12
STRAIGHT ELBOW UPPER	○●/○○ ●○/○○ ○●/○○	17, 25, 25
BEAR PUNCH COMBO	●○/○○ ●○/○○ ●○/○○	18, 20, 25
BEAR KNUCKLE	●●/○○	22
DOUBLE UPPER	WHILE GETTING UP ●●/○○	25
DOUBLE HAMMER	WHILE CROUCHING ●●/○○ ●●/○○ OR ●●/○○ ●●/○○	25, 30
BEAR SWING	WHILE CROUCHING ●○/○○ ○●/○○ ●○/○○	15, 12, 12
BEAR SWING	WHILE CROUCHING ○●/○○ ●○/○○ ○●/○○	15, 12, 12
UPPER LASH	↘ ●○/○○ ○●/○○ ●○/○○ ○●/○○	15, 12, 12, 12
UPPER LASH	↘ ○●/○○ ●○/○○ ○●/○○ ●○/○○	15, 12, 12, 12
MEGATON CLAW	← ↙ ↓ ↘ ○●/○○	45
BEAR SCISSORS	→ ●●/○○	25
HIP PRESS	↗ ○○/●●	40
WILD SWING	↓ ↘ ●○/○○ ○●/○○ ●○/○○ ●○/○○	12, 15, 15, 30
BLOOD CLAW	●○/○○ ○●/○○ ●○/○○ ○●/○○	10, 10, 10, 10
BLOODY CLAW	○●/○○ ●○/○○ ○●/○○ ●○/○○	10, 10, 10, 10
ON THE SPOT CROUCH	○○/●●	
BEAR SHOOT	FROM BEHIND ●○/●○ OR ○●/○●	70
BEAR RUSH LOW	↓ ●○/○○ ●○/○○ ●○/○○ ○●/○○ ↓ ●○/○○	12, 12, 12, 12, 12
BEAR RUSH MIDDLE	↓ ●○/○○ ●○/○○ ●○/○○ ○●/○○ ↘ ●○/○○	12, 12, 12, 12, 12
BEAR RUSH HIGH	↓ ●○/○○ ●○/○○ ●○/○○ ○●/○○ → ●○/○○	12, 12, 12, 12, 12
TERRIBLE CLAW	← ●●/○○	35
ROLLING BEAR	← ●●/○○ → ↘ ↓ ↙ ← ↖ ↑ ↗	40
SALMON HUNTING	← → ○●/●○	60

ANNA WILLIAMS

LIGHTNING SCARLET

"LADDER MY TIGHTS WOULD YOU? RIGHT, TIME FOR A SLAPPING!"

THE **PALM GRIP** IS ESSENTIAL FOR ANNA'S SINEW-RIPPING MOVES!
THE **RED WONDER** HAS MANY OF NINA'S TECHNIQUES AND MUCH MORE BESIDES!

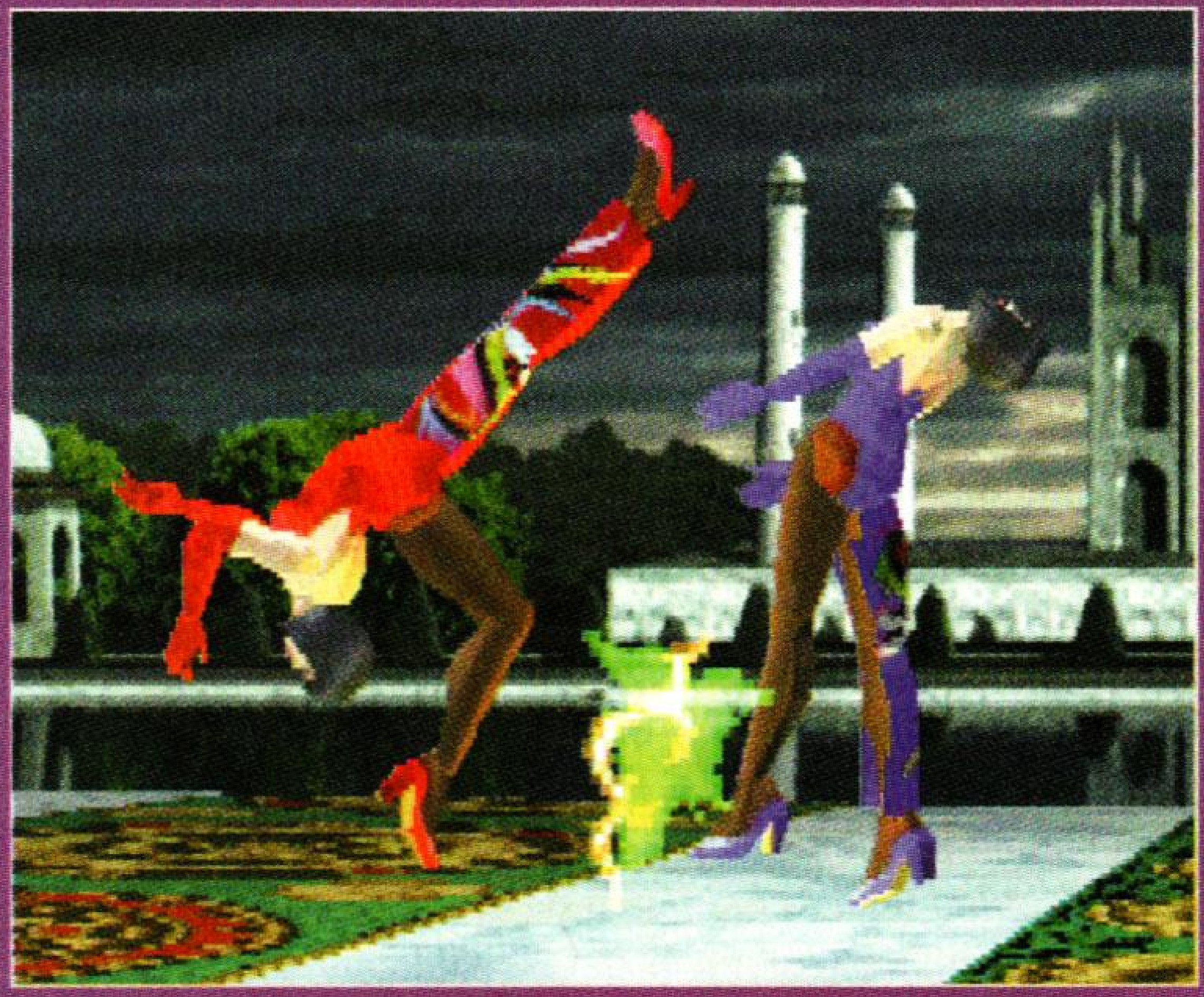
Anna the scarlet woman may be at war with her older sister, but they share a vast range of Aikido and bone-popping moves. With a moves list this large, it is often bewildering to know where to begin, and may we suggest that the blonde Williams woman should be learned before moving on to her sister? The great variety of locking and snapping moves are yours to control with the more flamboyant sister, but remember that some of her Palm Grip techniques are slightly different and inflict greater damage, whilst she has even more in the way of arm breaker manoeuvres. So many movements (and the difficulty of getting them just right) should keep even the most dexterous of joypad wigglers happy for months, but if there are still more moves that you wish to perform, you may try her Return Moves, her flipkicking combinations (think: Law in a dress) and some fine specialist slapping, such as the Cold Blade, Right Hand Stab and Bloody Scissors. Follow the patterns learned from Miss Williams senior and you are on the right track to controlling this sex kitten with a tiger's spirit...

ANNA WILLIAMS PERSONAL DATA

NATIONALITY IRISH
FIGHTING STYLE BONE MARTIAL ARTS AND AIKIDO (PLUS SOME MISHIMA SCHOOL KARATE)
AGE 20
HEIGHT 163 CM
WEIGHT 49 KG
BLOOD TYPE A
OCCUPATION STUDENT
PASTIME TRAVELLING
ENJOYS JERRY (FROM TOM AND JERRY), RED WINE, ESPRESSO
SUB-BOSS NINA WILLIAMS
STAGE SETTING TAJ-MAHAL OUTSKIRTS AT DUSK
MAIN ARTS NINA
SUB ARTS PAUL AND LAW
ORIGINAL ARTS TEN

Anna Williams is the sister of Nina and despite having similar interests, they share an undying hatred of each other. Where Anna differs from Nina is that the younger sister detests her father as well, and left home vying to meet her sister again in a combat arena. Currently holidaying in India, Anna hears of Kazuya's rise to prominence and makes her way to his estate. Once there, she presents her 'credentials' and is immediately granted a place in the second Iron Fist tournament. As vendettas go, the Williams sisters have a long way to go before they patch up their differences, as recent proceedings have definitely taken a turn for the worse. After placing a car bomb under her sister's car, Anna was diving for cover under a hail of bullets fire from a machinegun-toting Nina, but both their travelling activities have halted this carnage. Now as both have entered the competition, Kazuya seems eager to pit sister against sister, and Anna certainly has no qualms about taking out Nina Williams in a haze of bone martial arts and aikido.

ANNA'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
OVER THE BACK TOSS	NEAR OPPONENT ⠘	30
ARM GRAB FLIP	NEAR OPPONENT ⠃	30
EMBRACING ELBOW	NEAR OPPONENT ↘ ↘ ⠁	50
NECK CUT THROW	NEAR OPPONENT ⠃ ➡	40
1. PALM GRIP	⬇ ↘ ➡ ⠉	15
NECK CUT CROSS HOLD	DURING 1. ⠂ ⠐ ⠂ ⠉	30
2. UPSIDE DOWN SIDE HOLD	DURING 1. ⠁ ⠂ ⠈ ⠁	20
HAWK WING CREST BACK BAR	DURING 2. ⠂ ⠁ ⠐ ⠉ ⠉	25
THROW AWAY OPPOSITE SIDE HOLD	DURING 2. ⠈ ⠁ ⠂ ⠐ ⠉	25
ONE, TWO PUNCH	⠁ ⠈	10, 10
PALMS OF DESTRUCTION	➡ ➡ ⠉ OR HOLD ➡ ⠉	20 - 30
TRIPLE SMASH	⠁ ⠈ ⠐	10, 10, 15
DOUBLE SMASH	⠈ ⠐	10, 15
PK COMBO	⠈ ⠂	10, 20
PDK COMBO	⠈ ⬇ ⠂	10, 10
FORWARD FLIP KICK	➡ ➡ ⠐	16 - 24
FLASH COMBO	↘ ⠂ ⠁ ⠈	10, 10, 6
RAPID KICK COMBO	↘ ⠂ ⠂ ⠂ ⠐	10, 6, 8, 15
UPPER STRAIGHT	↘ ⠁ ⠈	10, 15
HUNTING KICK COMBO	↗ ⠐ ⠂ ⠐	20, 10, 14
RAVE KICK	WHILE CROUCHING ⠁ ⠐	5, 10
BONE CUTTER	➡ ➡ ➡ ⠂	20
HUNTING SWAN	↙ ⠉	95
CROSS CUT COMBO	⬅ ⠁ ⠁ ⠁	10, 10, 13
SOMERSAULT KICK BIG	HOLD ⬇ THEN HOLD ⬆ ⠐	40
SOMERSAULT KICK SMALL	HOLD ⬇ THEN ⬆ ⠐	30
COLD BLADE	WHILE CROUCHING FORWARD ⠈	15
RIGHT HAND STAB	WHILE GETTING UP ➡ ⠁	25
CAT THRUST	WHILE GETTING UP ➡ ⠁	25
BLOODY SCISSORS	⬇ ⠉	50
SPIN UPSIDE DOWN TRIANGLE CREST	FROM BEHIND ⠃ OR ⠘	45
3. STANDING ARM TWIST HOLD	DURING 1. ⠃ ⠐ ⠉	30
ARM HOLD	DURING 3. ⠉ ⠐ ⠂ ⠉ ⠉ ⠉	35
4. UPSIDE DOWN SIDE HOLD	DURING 1. ⠁ ⠂ ⠈ ⠁	20
GATE BAR THROW	DURING 4. ⠈ ⠂ ⠉ ⠒ ⠉	30
RAPID COMBO	↘ ⠂ ⠂ ⠂ ⠁ ⠈	10, 6, 8, 10, 6
CREEK ATTACK & LOW LEFT HIGH KICK	↘ ⠂ ⠈ ⠂	10, 12, 20
LEFT MIDDLE & RIGHT HIGH KICK	↘ ⠂ ⠐	10, 15
RIGHT HIGH KICK & LEFT SPIN LOW KICK	⠐ ⠂	20, 15
RETURN MOVES	DEPENDING ON ATTACK ⬅ ⠊ OR ⬅ ⠑	



Miss Williams has a range of excellent counter moves, and these may be used to change an enemy attack into another bone-popping experience (right).

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KUNIMITSU

鉄拳 TEKKEN 2

REBELLIOUS FEMALE 'NINJA'

"MY STEALTH KNIFE AND I ARE READY FOR YOU NOW!"

KUNIMITSU PERSONAL DATA

NATIONALITY NONE (PREVIOUSLY JAPANESE)
FIGHTING STYLE SWASTIKA NINJA ART
AGE UNKNOWN
HEIGHT 173 CM
WEIGHT 58 KG
BLOOD TYPE O
OCCUPATION AMATEUR THIEF
PASTIME MECHANIC (WITH SPECIALITY IN FITTING AIR CONDITIONERS
ENJOYS PLAYING WITH HER STEALTH KNIFE
SUB-BOSS YOSHIMITSU
STAGE SETTING SECRET LAKESIDE CLEARING
MAIN ARTS YOSHIMITSU
ORIGINAL ARTS FOUR

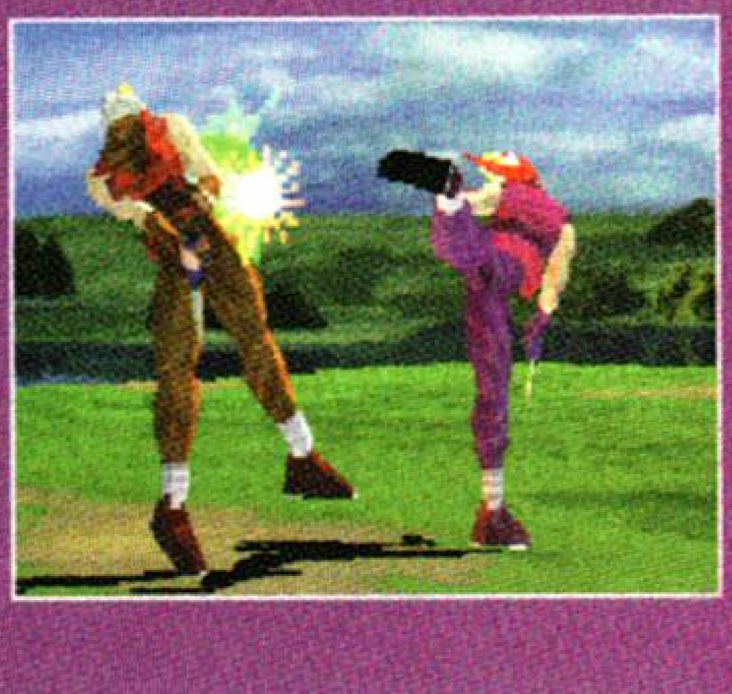
The Cat Devil was once a member of the Swastika posse of ninja bandits lead by Yoshimitsu, and lost her Japanese identity when she joined the group. Once accepted into the band, she was taught the skills of the stealth knife at the Swastika schools of 'jujutau' (a particular ninja art). She career spanned a number of months until a number of petty thefts from party funds lead to her dismissal from the organisation. Unsure of her next actions, she briefly trained as a mechanic specialising in the mending of air conditioners before entering the first Iron Fist tournament with the intention of stealing a Native American treasure from a young Indian brave.

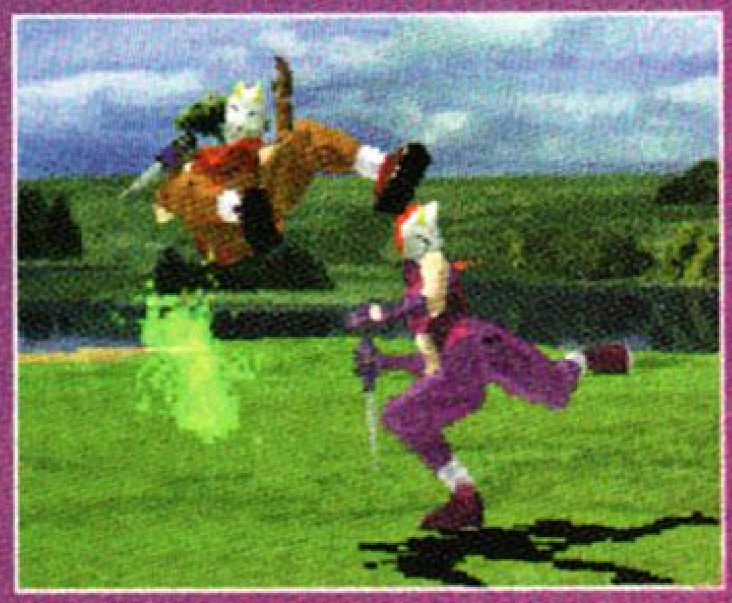
After her humiliating defeat, Kunimitsu realised that this treasure was out of her reach, and took solace in a chance encounter with her grandfather. A swordsmith of some repute, he told her that the sword wielded by Yoshimitsu (also known as 'Yoshimitsu') was a relic of unimaginable wealth inherited through the Swastika band, and with proper training, it can sever an enemy both physically and spiritually. The sword is only exchanged when the group change leaders; as the old leader is ritually sacrificed and the power is transferred to the new owner. Kunimitsu's grandfather also informs her that he has spent his entire existence attempting to fashion a sword of similar power in vain. Kunimitsu hears of the new tournament and vows to face Yoshimitsu, wrenching the sword from his grasp and fleeing to her grandfather's forest hideaway so he can copy it before he dies.

Kunimitsu, as you can see, is one of the game's less impressive fighters, with a moves list that reflects her age and lack of experience, especially when facing the might of Yoshimitsu. The Cat Devil uses many (but not all) of Yoshimitsu's moves, and these work just as well here. Where she benefits is from her three stealth-knife attacks (her 'Kunai' moves), but where she lacks is in almost every other department. As she doesn't carry a sword and isn't skilled in the arts of space-ninja techniques, many of Yoshimitsu's bladed antics simply do not work here. Kunimitsu's lack of any comprehensive new moves mean that her combat potential is somewhat limited, especially when compared to some of the other characters (such as Nina) and her rival, Yoshimitsu.

Kunimitsu only has a sad number of new techniques' three Kunai attacks and a throw, so be warned when you play her! The throw is a limited move, but has one good point; it is quite damaging. On the minus side; it inflicts as much pain as the easier-to-execute Rain Drop and doesn't look quite as impressive (indeed, it is almost the same movement as her reverse throw), so quite why it was included is a mystery. More impressive (but only slightly) are her three unblockable stealth knife techniques, and these just save her from becoming a shameful character unfit to enter any fighting competition.

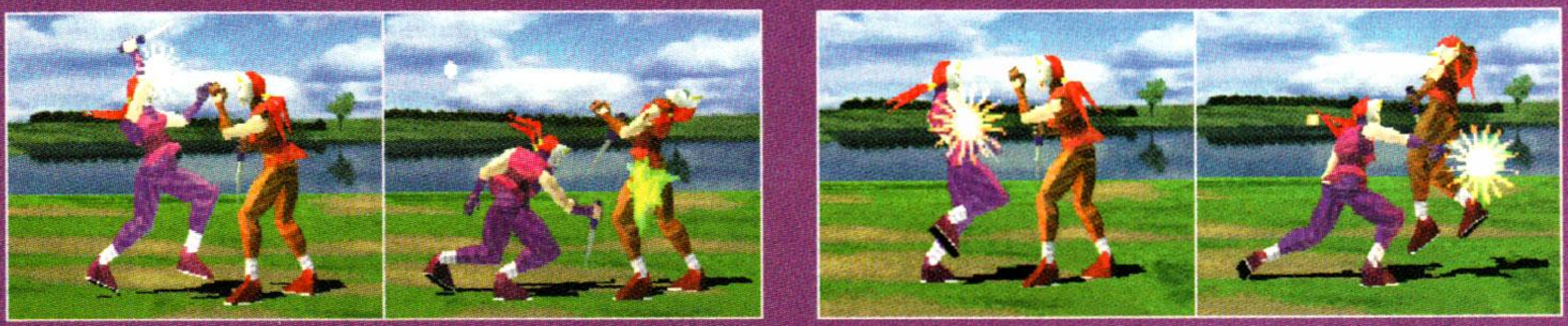
The Kunai Stab is the least damaging (and frankly appalling) move, where Kunimitsu glows and raises her knife, bringing it down through her opponent's skull. However, her ineptness ensures only a glancing blow that scores a very light hit indeed. The main use of this is hitting foes as they rise. Next is the Slice variant that is quite quick but still only glancing, whilst the dash is more tricky and still dishes only minimal damage. With so few techniques at her disposal, we can only thank Kunimitsu for turning up, and request that she leaves the second Iron Fist tournament immediately, on the grounds of incompetence...

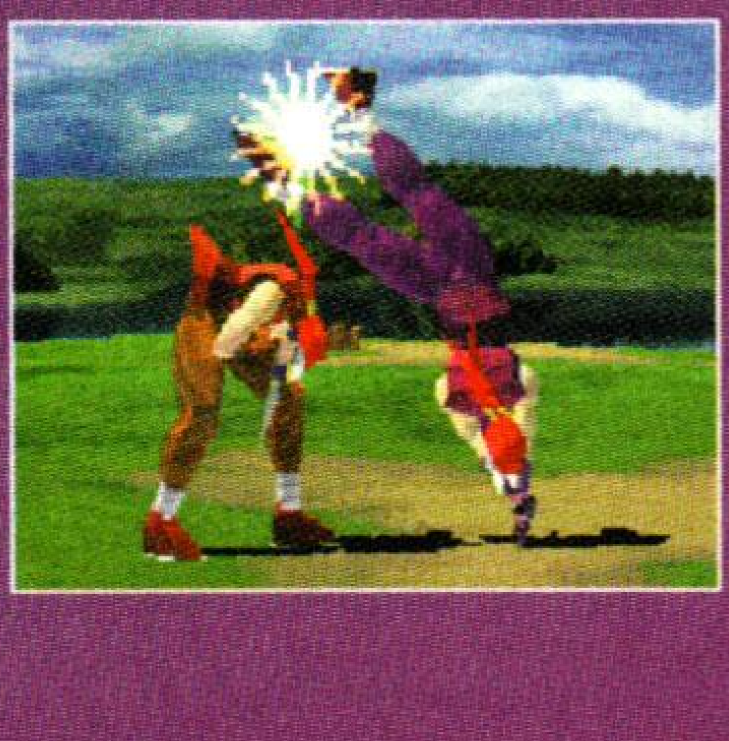


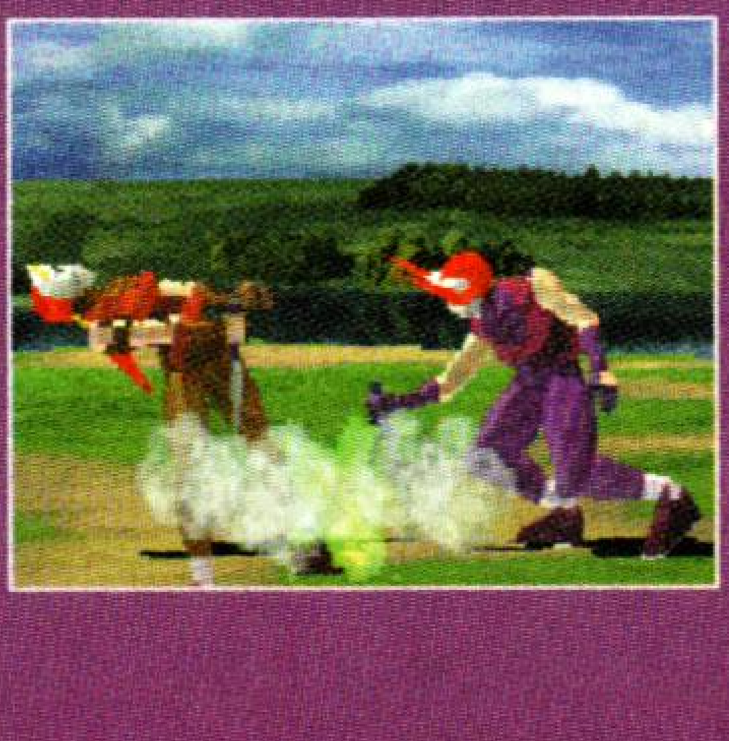


One of Kunimitsu's only benefits is her ability to execute a left kick that strikes deep into an opponent's defences. It reaches even further than Yoshimitsu's similar roundhouse technique (above).

THE **KUNAI STAB** SLASHES AN ENEMY TO PIECES! ONCE THEY CRUMPLE, FOLLOW WITH A **KUNAI SLICE**! SUPERLATIVE!





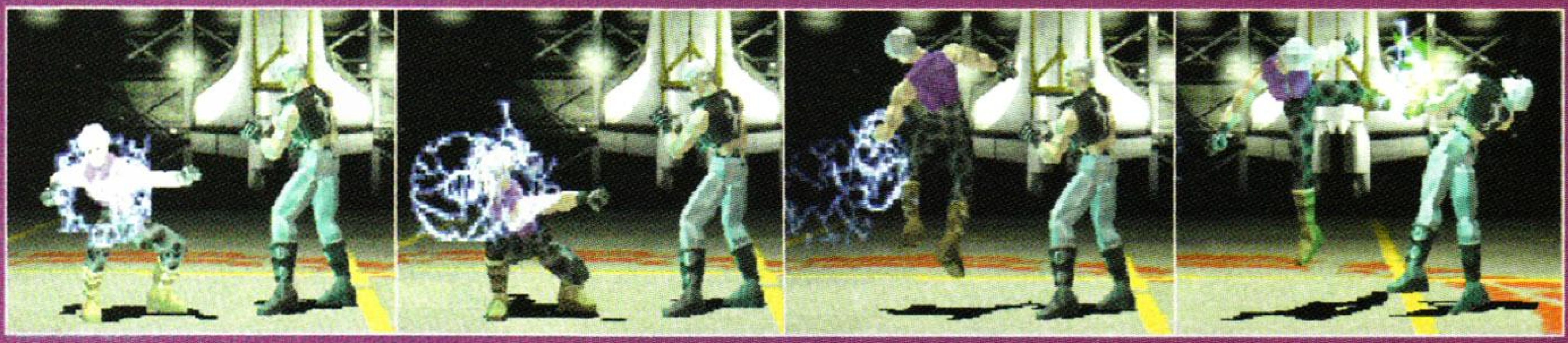


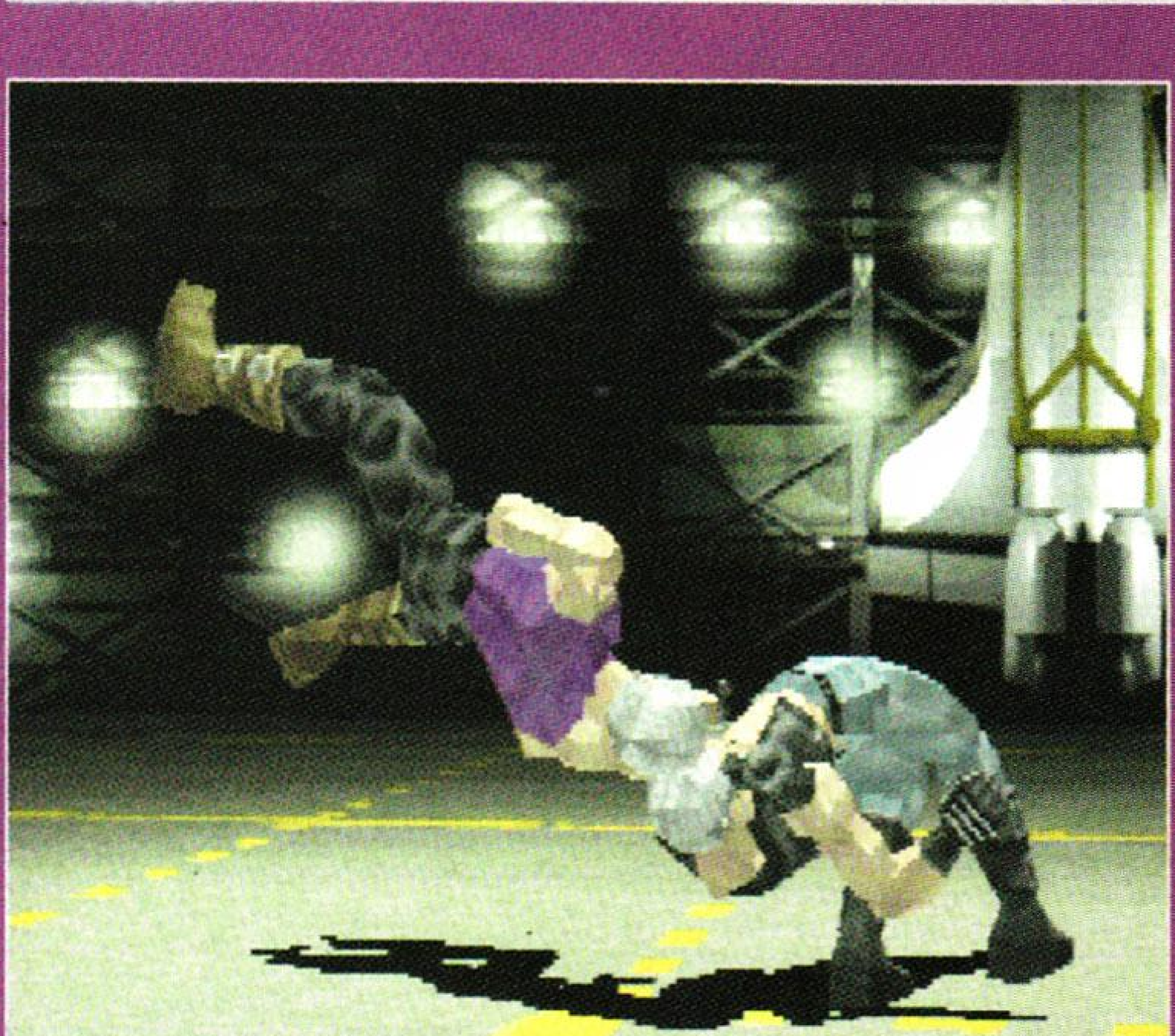
KUNIMITSU'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
DOUBLE BREAK	NEAR OPPONENT ⠘	30
RAIN DROP	NEAR OPPONENT ⠃	35
1. NINPO HEAT WAVE	→ → ⠒	40
NINPO GRASS SLICE	DURING 1. ⠉	40
NINPO MANJIKAZURA	← ⠁ X 6	10, 10, 10, 10, 10, 10
2. NINPO MANJIZOU	↙ ⠂ X 5	12, 7, 7, 5, 5
THREE GRACIOUS FALLS	⠐⠐⠐	20, 20, 20
NINPO SPINNING WHEEL	↗ ⠒	30
SNOW STORM	→ → ⠐	20
TREE-FELLING KICK	DURING 2. → ⠐	12
KUNAI STAB	↙ ⠈	15
KUNAI SLICE	← ⠈	22
KUNAI DASH	→ → ⠈	25
BACKDROP	FROM BEHIND ⠃ OR ⠘	40
PK COMBO	⠈⠂	12, 30
PDK COMBO	⠈ ↓ ⠂	12, 17
DEW FLICK	WHILE CROUCHING ↘ ⠂	12
LIGHTNING	⠂⠐	35, 30
BACK THROW	NEAR OPPONENT ↙ ⠃	35

LEE CHAO LAN

THE DEVIL IN SILVER HAIR

“I WILL SNUFF THE LIFE FROM YOU, DEAREST BROTHER!”

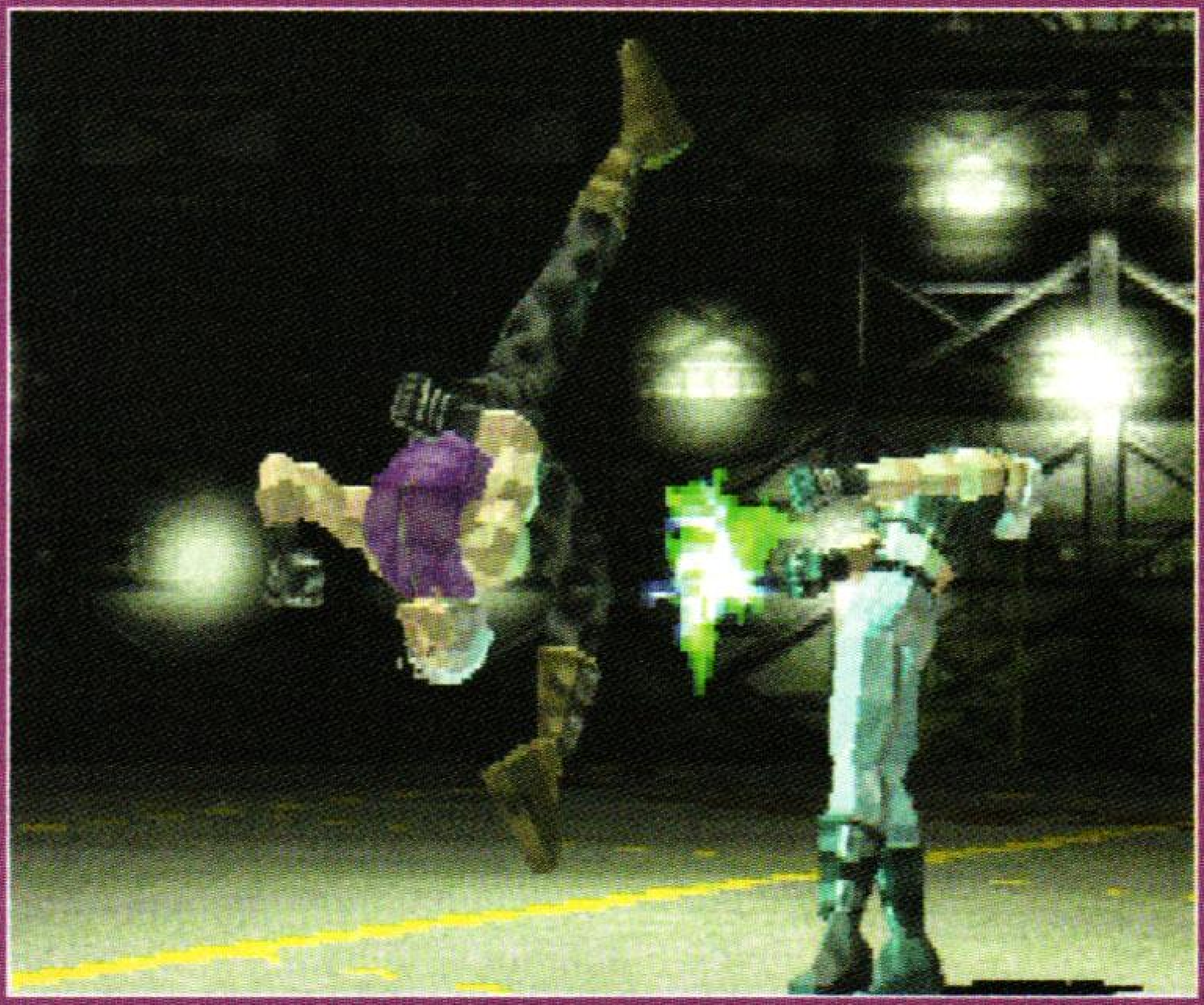




Despite a total belief in his abilities, Lee has little to offer the Tekken 2 player that a certain Dragon Legend doesn't already have in his repertoire. Lee is almost identical to Law in many aspects, and the many combinations and flipkicking floating attacks work just as well with the Silver-haired Demon. Follow Law's techniques in detail before graduating to Lee, as the step-brother of Kazuya benefits from a new unblockable move known as the Silver Cyclone, as well as retaining Law's usual Dragon Fang Guard Impossible. The Silver Cyclone is pleasing to watch, as Lee glows before spinning towards his enemy and inflicting terrible damage with a roundhouse kick, but has that time delay that all unblockable techniques are blighted with. On the plus side, it knocks an opponent away (enabling a foot stomp) and has some marvellous superficial touches, such as a great trademark explosion (a blue version of Baek's round and jagged lightning ball).

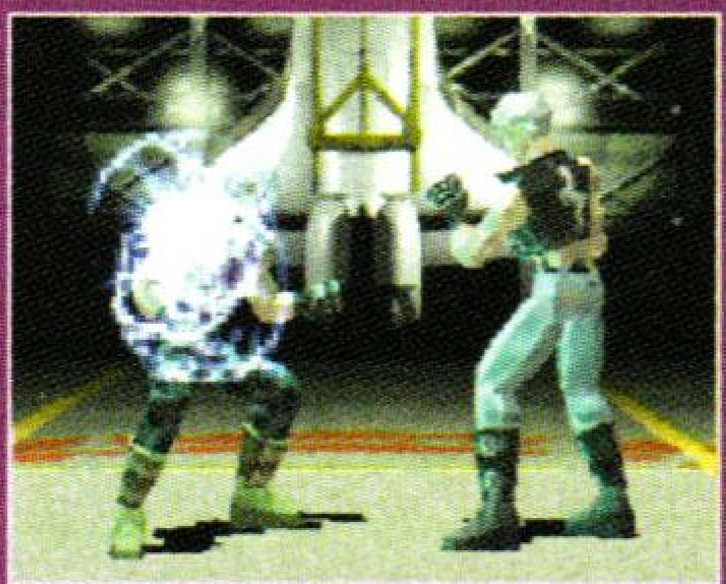
Other moves to watch for are his slide, which is easier to execute than the Marshall Law version and useful for upending rising or recently floored attackers, although it can be used to trip standing foes. Secondly, Lee has learned the Shredder Kick Combo from Paul (although it is known by a different name), and it is wise to check Paul's guide for more information regarding follow-up techniques for this move. Finally, always try Lee's Infinity Kick Combination for a laugh rather than a serious attempt at dispatching a foe, as Lee hops forward on his right leg whilst swiping at either high, mid or low levels before repeating the process until he is hit. An excellent movement, but definitely confined to the Ganryu school of cheap take-downs.

LEE'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
SEKKAN PUNCH	NEAR OPPONENT ⠘	30
NECK FRACTURE	NEAR OPPONENT ⠃	35
KNEE DIVE	NEAR OPPONENT → → ⠒	40
ONE, TWO PUNCH	⠁ ⠈	10, 12
STEP-IN MIDDLE KICK	↘ ⠂	15
SOMERSAULT KICK HIGH	HOLD ↓ THEN HOLD ↑ ⠐	40
SOMERSAULT KICK	HOLD ↓ THEN ↑ ⠐	30
SPIN KICK COMBO	⠐ ⠂ ⠐	20, 12, 12
LEFT JAB RUSH	⠁ ⠁ ⠁ ⠁ ⠁	10, 5, 5, 5, 5
RAVE WAR COMBO	→ ⠈ ⠈ ⠈	12, 6, 6
LEE KNUCKLE COMBO	⠈ ⠈	12, 10
SOMERSAULT DROP	HOLD ↓ THEN ↑ ⠒	30
SILVER LAW	WHILE CROUCHING ⠂	15
1. TRIPLE HEAD KICK	⠂ ⠂ ⠂	25, 10, 10
FEINT MIDDLE KICK	DURING 1. HOLD →	15
SLIDING	HOLD ↓ THEN ↘ ↘ ⠂	17
LEE SLAMMER	⠐ ↑ ⠂	20, 30
SILVER CYCLONE	↓ ⠒	80
SILVER FANG	↙ ⠉ TO CANCEL MOVE ↑ ↑	100
FACE CRASH	FROM BEHIND ⠃ OR ⠘	45
LEE KICK COMBO	↓ ⠐ JOYPAD IN NEUTRAL ⠐	7, 20
LASERS EDGE KICK COMBO	↓ ⠐ ⠐ ⠐ ⠐	7, 5, 5, 21
SHREDDER KICK COMBO	→ → ⠂ ⠐ ⠐	20, 15, 25
2. INFINITY KICK COMBO	WHILE GETTING UP ⠂ ⠂ HOLD ↓ ⠂ ⠂	10, 25, 15, 10...
INFINITY CONTINUE HIGH	DURING 2. HOLD ↑ ⠂ AND REPEAT	...10, 10, 10...
INFINITY CONTINUE LOW	DURING 2. HOLD ↓ ⠂ AND REPEAT	...10, 15, 10...
LEFT SHOULDER DROP	→ → ⠂	30
BACK FLIP	← ← JOYPAD IN NEUTRAL ⠒	
BLAZING KICK	↓ ↙ ⠐	18
LEE SLIDING	→ → JOYPAD IN NEUTRAL ⠒	15

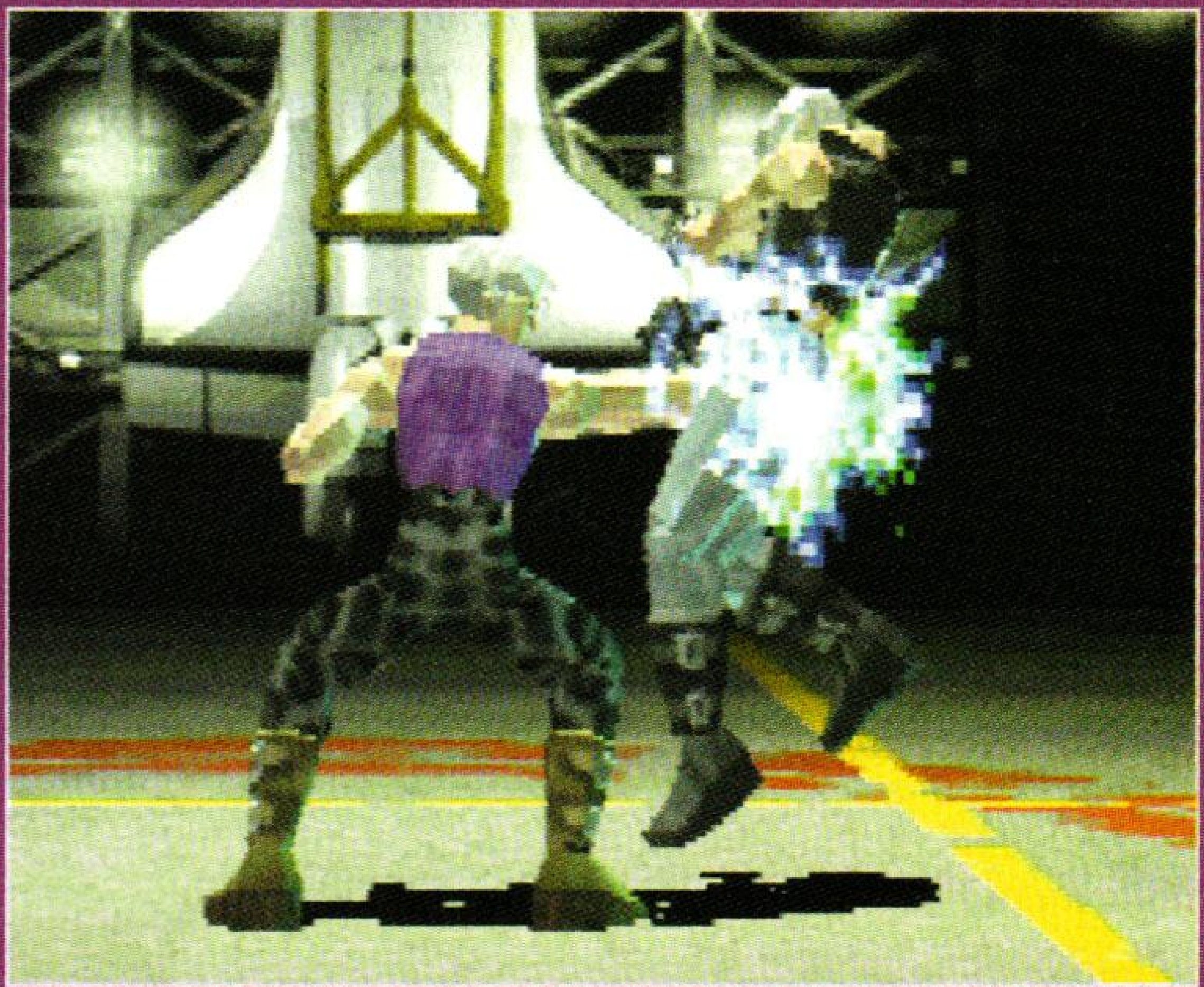


LEE'S **SOMERSAULT KICK** KNOCKS THEM FOR SIX!

EXPLODE YOUR FOE'S ENTRAILS WITH THE **SILVER FANG**!



The Silver Fang is exactly the same move as Law's Dragon Fang, and is one of the most damaging attacks in the entire game (above and right). “Take that, Lee clone!” “Oof!”



LEE CHAO LAN PERSONAL DATA

NATIONALITY JAPANESE
FIGHTING STYLE THE MISHIMA SCHOOL OF KARATE AND MARTIAL ARTS
AGE 27
HEIGHT 178 CM
WEIGHT 66 KG
BLOOD TYPE A
OCCUPATION SECRETARY AND JANITOR TO KAZUYA
PASTIME HAND-GLIDING, PARAGLIDING AND KITE FLYING
ENJOYS CIGARATTES (ESPECIALLY MENTHOL)
SUB-BOSS KUMA
STAGE SETTING MISHIMA SHUTTLE BAY
MAIN ARTS LAW
SUB ARTS PAUL AND HEIHACHI
ORIGINAL ARTS NINE

Lee was a street child with a glint in his eye, and befriended Kazuya when they were both children. Seeing this friendship, Heihachi adopted Lee into the Mishima household when the child was 12, and throughout adolescence they undertook a vigorous training programme in the art of becoming a leader, and a huge part of this was the learning of various martial arts. As Lee was adopted and a year younger than Kazuya, he lived in the shadow of his older step-brother, causing ongoing tension that eventually erupted into furious hate. This grew until the first Iron Fist Tournament where Kazuya crushed Lee, despite his inner Chi energy and ability. Lee sank into depression and ran into the mountains screaming, and started to train with a vengeance never seen before. This anger caused his technique to falter, and his mental state changed from anger to shame and then despair. Then an old man chanced upon Lee's hillside hideaway and began to train him to new and astounding levels. Back with his touch of genius, the phenomenal Lee was resurrected, killing his teacher before bounding down from the hills to exact revenge on his hated brother. Watch for the eyes of the 'silver-haired demon'!

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PROTOTYPE JACK

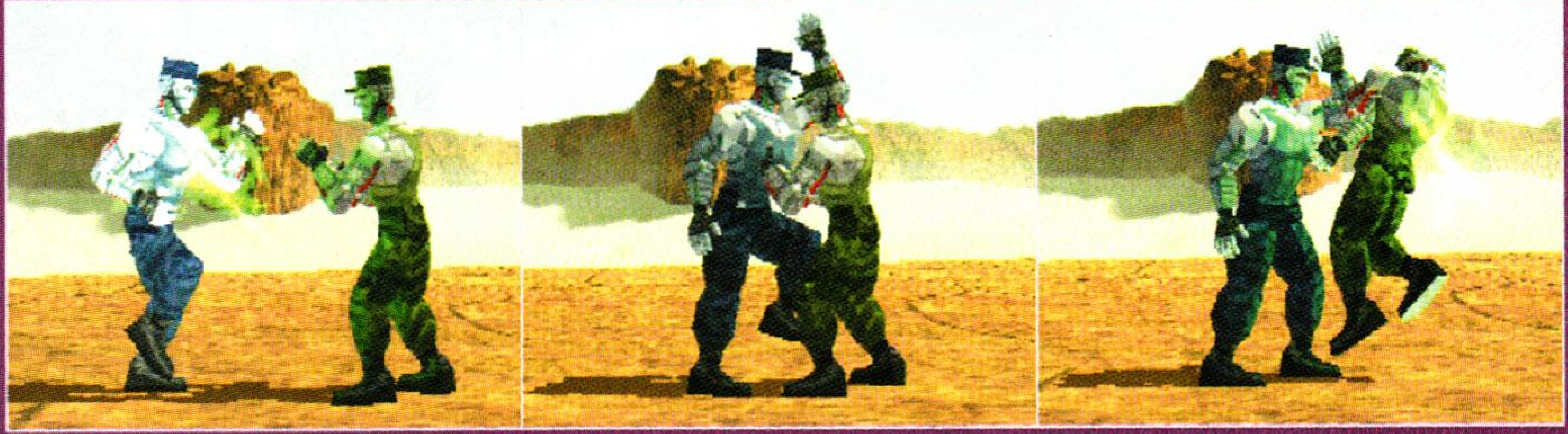
LOST MEMORY MONSTER

"GIVE MY GASOLINE! I MUST DRINK!"

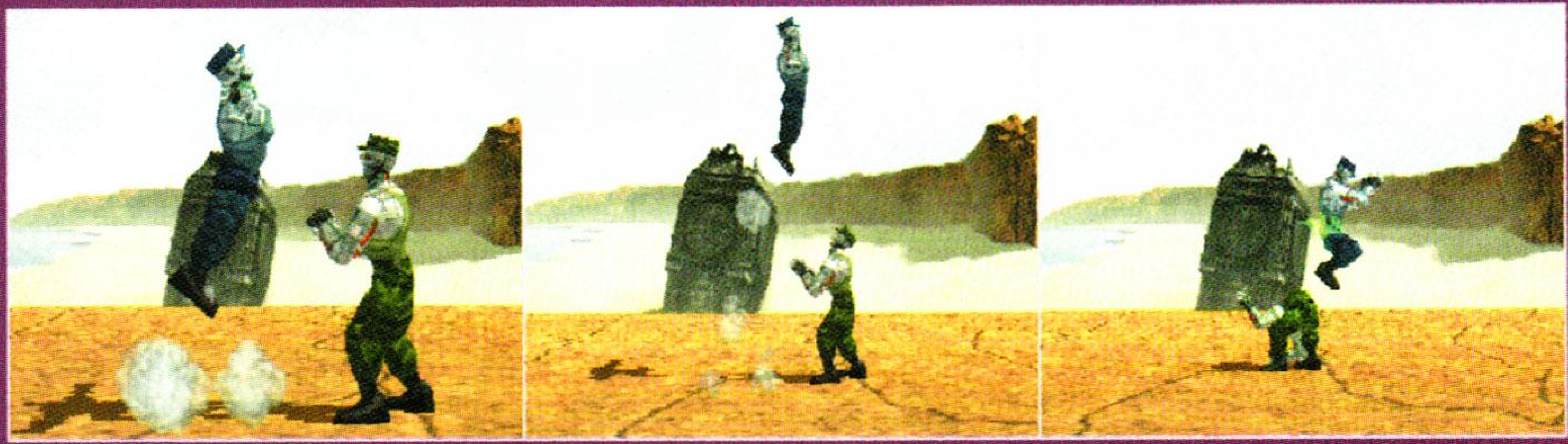
Despite his shiny chrome body and attractive shades, P Jack hasn't the many new techniques that Jack-2 has employed in his new combat subroutines (despite P Jack not knowing this fact). Instead, Prototype Jack should rely on his new moves and a single technique memorised from Paul, after the hot bloodied dude performed the technique during a previous confrontation. To start with, familiarise yourself with P Jack's two new throws, as both are hard-hitting and more satisfying to execute. The Slapping Down is quite easy to visualise, as P Jack simply pummels his attacker into the dirt, whilst the Punishment Megaton is a variation on P Jack's old Lift Up Slam with an extra Megaton finish that sends a hapless victim flying off into a crumpled heap.

P Jack also has two Guard Impossible techniques; the Divebomber and the odd Darkness Cutter. Both are incredibly difficult to use in a fluid combo-based fight, but they add a touch of weirdness to an already strange character. The Divebomber sees P Jack fire up his rocket boots as he takes to the skies, bobbing in the air before running out of propulsion and landing (in theory) on an opponent's head. This is horribly difficult to hit, even when you realise that P Jack may fire up emergency fuel reserves and 'float' a little longer by pressing both kicks. Stranger still (but slightly easier to place in a fight) is the Darkness Cutter, where P Jack steps forward gently and whacks his assailant's shoulder, watching as they crumple.

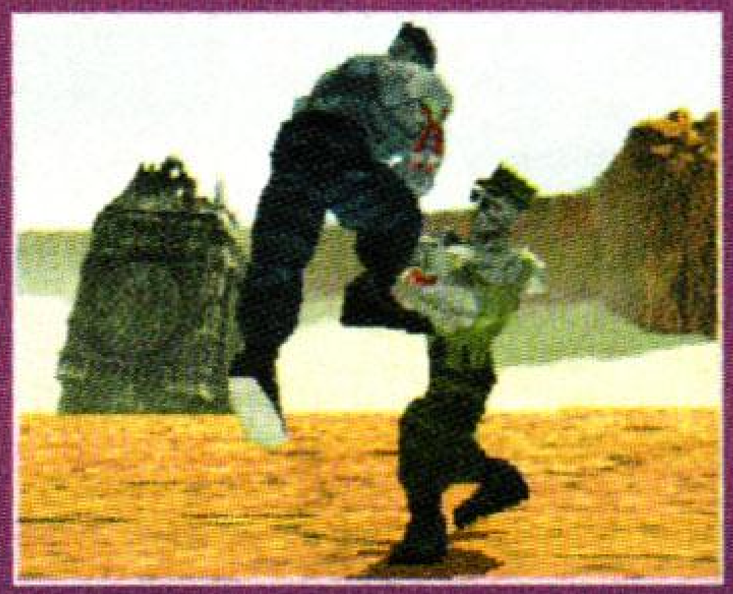
Aside from P Jack unstoppable techniques, he can actually cause some damage with some degree of speed by employing some Paul Phoenix-inspired Destructive Fisting, although the metal monstrosity decided that he preferred the name P Jack Blaster. This is a good and fast move that you can use to surprise an attacker. he can also float his victim with a Megaton Upper; finishing with a punch string for extra damage.



THE **DARKNESS CUTTER** ALLOWS YOU TO CHOP THROUGH YOUR FOE!



CHOCKS AWAY WITH THE PROTOTYPE JACK **DIVEBOMBER**! INCOMING!



P. JACK PERSONAL DATA

NATIONALITY RUSSIAN
FIGHTING STYLE POWER MOVES AND MECHANICAL MARTIAL ARTS
AGE 7
HEIGHT 135 CM
WEIGHT 185 KG
BLOOD TYPE G (GASOLINE)
OCCUPATION NONE (HE IS USUALLY LEFT WITHOUT FUEL)
PASTIME DESTRUCTION
ENJOYS INPUTTING INFORMATION INTO MEMORY
SUB-BOSS JAVK-2
STAGE SETTING BEACH OF WONDERMENT
MAIN ARTS JACK
SUB ARTS PAUL
ORIGINAL ARTS SIX

After the first Rave War, the remains of the first Prototype Jack unit (a first stage model of the final Jack model) was almost destroyed by Jack's rampaging combat abilities. Upon reactivation, P Jack complained bitterly that his alter-ego had received a refit, and repeated his plea for a new skin constantly until his fuel ran out. Now resting in Kazuya's laboratory, P Jack was left for months before a back-up fuel supply reactivated him, and he began his mutterings once again. In order to quieten him down, Kazuya gave his captured scientist (Dr Bosconovich) the task of remodelling the mechanoid, and with a cunning memory change, the doctor managed to convince P Jack that his new outfit afforded him superior protection to Jack's, despite it being only a superficial armour change with a hat and sunglasses to finish the ensemble.

Kazuya is currently goading P Jack into a rage, claiming that the robot isn't able to beat Jack-2 under any circumstances, and this has lead to P Jack requesting more and more programmed manoeuvres in time for the second Rave War. Having repeated his fighting moves over and over (to such an extent that Bosconovich disconnected his voice box), P Jack now feels his next encounter with Jack will be more of a closely-fought battle.

P. JACK'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
LIFT-UP SLAM	NEAR OPPONENT ○●○●	33
HELPLESS	●○●○	20
SLAPPING DOWN	NEAR OPPONENT ↙ ○●●○	32
PUNISHMENT MEGATON THROW	○●○● ↙ ↓ ↘ ○●○○	40
SPRING HAMMER PUNCH	WHEN OPPONENT IS DOWN ↓ ●●○○	12
STRAIGHT ELBOW UPPER	○●○○ ●○○○ ○●○○	17, 25, 25
JACK HAMMER	●○○○ ●○○○ ●○○○	18, 20, 25
OVERHEAD SMASH	●●○○	22
HAMMER	WHILE GETTING UP ●●○○	25
DOUBLE HAMMER	WHILE CROUCHING ●●○○ ●●○○ OR ●●○○ ●●○○	25, 30
SWING LEFT KNUCKLE	WHILE CROUCHING ●○○○ ○●○○ ●○○○	15, 12, 12
SWING RIGHT KNUCKLE	WHILE CROUCHING ○●○○ ●○○○ ○●○○	15, 12, 12
KNUCKLE UPPER	↘ ●○○○ ○●○○ ●○○○ ○●○○	15, 12, 12, 12
KNUCKLE UPPER	↘ ○●○○ ●○○○ ○●○○ ●○○○	15, 12, 12, 12
MEGATON BLAST	← ↙ ↓ ↘ ○●○○	35 - 52
POWER SCISSORS	→ ●●○○	25
1. HIP PRESS	↗ ○○●●	35
WINDMILL PUNCH	↓ ↘ ●○○○ ○●○○ ●○○○ ●○○○	12, 15, 15, 30
BLOODY FAN	AFTER 1. OR 2. ●○○○ ○●○○ ●○○○ ○●○○	10, 10, 10, 10
BLOOD FAN	AFTER 1. OR 2. ○●○○ ●○○○ ○●○○ ●○○○	10, 10, 10, 10
2. SIT DOWN	↓ ○○●●	
REVERSE LIFT UPPER SLAM	FROM BEHIND ●○●○ OR ○●○●	45
HAMMER RUSH LOW	↓ ●○○○ ●○○○ ●○○○ ○●○○ ↓ ●○○○	12, 12, 12, 12, 12
HAMMER RUSH MIDDLE	↓ ●○○○ ●○○○ ●○○○ ○●○○ ↘ ●○○○	12, 12, 12, 12, 12
HAMMER RUSH HIGH	↓ ●○○○ ●○○○ ●○○○ ○●○○ → ●○○○	12, 12, 12, 12, 12
GIGATON PUNCH	CAN REPEAT X 5 ← ↙ ↓ ↘ → ●○○○	20, 40, 60, 80, 199
MEGATON UPPERCUT	← ↙ ↓ ↘ ●○○○	30
MACHINE GUN BLAST	↓ ●○○○ ●○○○ ●○○○ ↘ ○●○○	25, 25, 25, 40
P. JACK BLASTER	↓ ●○○○ ○●○○	15, 30
DARKNESS CUTTER	→ ○○○● ●○○○	100
HEAD SLIDING	→ ○○●●	25
DIVE BOMBER	○○●● KEEP PRESSING BOTH BUTTONS	60

SPECIAL EXTENDED PLAY

GANRYU

RECKLESS TOPKNOT MAN

"YOU FIGHT WELL, BUT YOUR GIRTH IS SMALL!"

The large-girthed Sumo with a Michelle fixation has come on in leaps and bounds since his somewhat feeble first outing; becoming much less of a Jack clone and more akin to the weighty monster he has become. Top of the list in Ganryu's new techniques is his Atrocity Knock, the Sumo's unblockable manoeuvre where he sits back on his haunches and then shoots forward, knocking the foe over is the struggle. Also present is a small rethink to Ganryu's Kubuki Slap (the side stepping left right arm hit) that can now be repeated until the enemy breaks your defences. This hits low, is considerably fast and confuses some CPU players, but should be banned in two-player combat due to the disgraceful ease of the attack.

Ganryu's additional throw, the Jaw Smasher; is a rather fine way of shutting up a protesting foe by slapping his head into the ground, but Ganryu's main strengths lie in the floating combination possibilities, especially with his right uppercut followed by repeated slapping. Also try the Megaton upper which sends an assailant sky-high, after which you can finish with the thrust part of the technique; thus creating an excellent two-hit damaging combination. Alternatively, try the Table Flip for another start to a floating onslaught, and once you opponent eventually hits the dirt, finish the job with the Four Thigh Quake. You may also try this foot stomp after instantly knocking down your adversary with a Thunder Slap. This rounds Ganryu off nicely, as despite his lacking a ten-hit combo, his slapping prowess is second to none. If only Michelle could see the flame of passion burning bright for her nimble form...

THE **KUBUKI SLAP** WILL INFURIATE ALL FOES!

UP-END YOUR ADVERSARY IN STYLE WITH THE **TABLE FLIP**!

GANRYU'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
HIP THROW	Near opponent ○●/○●	35
DEITY HOLD	Near opponent ○●/○●	356
OVER THE BACK THROW	Near opponent ○●/○● →	35
ENMA THRUST	●○/○○ ○●/○○ ●○/○○ ○●/○○ ●○/○○ ○●/○○ ●○/○○ ○●/○○	12, 10, 8, 5, 5, 5, 5, 5
ENMA THRUST	○●/○○ ●○/○○ ○●/○○ ●○/○○ ○●/○○ ●○/○○ ○●/○○ ●○/○○	12, 10, 8, 5, 5, 5, 5, 5
SPRING HAMMER PUNCH	When getting up hold ↓ ●●/○○	12
FOUR THIGH QUAKE	↓ ○○/○●	50
GANRYU COMBO	●○/○○ ●○/○○ ●○/○○	18, 20, 25
DOUBLE HAND SWING	●●/○○	22
DOUBLE HAND UPPER	While getting up ●●/○○	25
DOUBLE HAND UPPER	While crouching ●●/○○ ●●/○○ or ●●/○○ ●●/○○	25, 30
NECK RING COMBO	While crouching ●○/○○ ○●/○○ ●○/○○	15, 12, 12
NECK RING COMBO	While crouching ○●/○○ ●○/○○ ○●/○○	15, 12, 12
MEGATON THRUST	← ↙ ↓ ↘ ○●/○○	40
SABA FOLDING SCISSORS	→ ●●/○○	25
HIP PRESS	↗ ○○/●●	30
RING-OUT SHAVE	↓ ↘ ●○/○○ ○●/○○ ●○/○○ ●○/○○	12, 15, 15, 30
KABUKI SLAP	↓ ○●/○○ ○●/○○ ○●/○○ Keep pressing button	15, 15, 10...
RIGHT UPPER	↓ ↘ ○●/○○	15
UPSIDE DOWN DROP	From behind ●○/●○ or ○●/○●	40
JAW SMASHER	Near opponent → → ○●/●○	35
THUNDER SLAP	↘ ○●/●○	12
SUMO LASH LOW	↓ ●○/○○ ●○/○○ ●○/○○ ○●/○○ ↓ ●○/○○	12, 12, 12, 12, 14
SUMO LASH MIDDLE	↓ ●○/○○ ●○/○○ ●○/○○ ○●/○○ ↘ ●○/○○	12, 12, 12, 12, 13
SUMO LASH HIGH	↓ ●○/○○ ●○/○○ ●○/○○ ○●/○○ → ●○/○○	12, 12, 12, 12, 12
CLASH	← ↙ ↓ ↘ ●○/○○	30
TABLE FLIP	From crouch ↓ ●●/○○	25
ATROCITY KNOCK	Hold ← ●●/○○	90
PUNCH ELBOW	→ ○●/○○ ●○/○○	15, 15
RIGHT UPPER - ENMA THRUST	↘ ●○/○○ ●○/○○ ●○/○○ ●○/○○	15, 10, 10, 8

GANRYU PERSONAL DATA

Nationality	Japanese
Fighting Style	Sumo
Age	34
Height	189 cm
Weight	125 kg
Blood Type	B
Occupation	Bodyguard of Kazuya
Pastime	Gambling
Enjoys	A slice of Yellowtail stewed with Japanese radish
Sub-Boss	Michelle Chang
Stage Setting	Sunset over Mishima
Main Arts	Jack
Sub Arts	Nina
Original Arts	Nine (no ten hit combo)

The Reckless Topknot Man is a Sumo Wrestler of considerable merit, and the youngest fighter to ever gain the title 'Ozeki'. Once this title was gained, many who watched the world of Sumo (including a certain bandit leader) thought Ganryu would reap the rewards and challenge for the title of 'Yokozuna'; a title he was more than capable of winning, but his immoral style (such as starting his fights with bouts of fire-breathing and a fanfare, taunting unworthy opponents and a gambling habit) lead to a dishonourable discharge and gave Ganryu the chance to join the crime world.

This path of life lead Ganryu into pursuing one overriding purpose; to become the world's strongest man in a move which he feels is just and honourable. This of course lead to his arrival in time for the first tournament where he was defeated by a one-time fan known as Yoshimitsu. Noticing his skill, Kazuya hired the Sumo once he retook the Mishima zaibatsu, paying him more than enough to feed his gambling habit, and Ganryu now acts as another bodyguard to the young pretender. Ganryu is also participating in the second Rave War for another reason; so that he may express his undying affection for a Native American girl called Michelle whom he fell in love with after seeing her graceful movement and breathtaking physique.

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WANG JINREY

FIGHTING PHILOSOPHER

"TREAD NOT ON MY MARROW PLANTATION!"

WANG JINREY PERSONAL DATA

NATIONALITY CHINESE
FIGHTING STYLE SHINI-ROKU-GO-KEN (XING YI LIUO HE QUAN)
AGE 84
HEIGHT 165 CM
WEIGHT 56 KG
BLOOD TYPE B
OCCUPATION VEGETABLE GARDENER
PASTIME NONE
ENJOYS EARLY MORNING FRESH AIR
SUB-BOSS JUN KAZAMA
STAGE SETTING CHINESE MOUNTAIN MONASTERY
MAIN ARTS MICHELLE
SUB ARTS PAUL AND NINA
ORIGINAL ARTS TWELVE

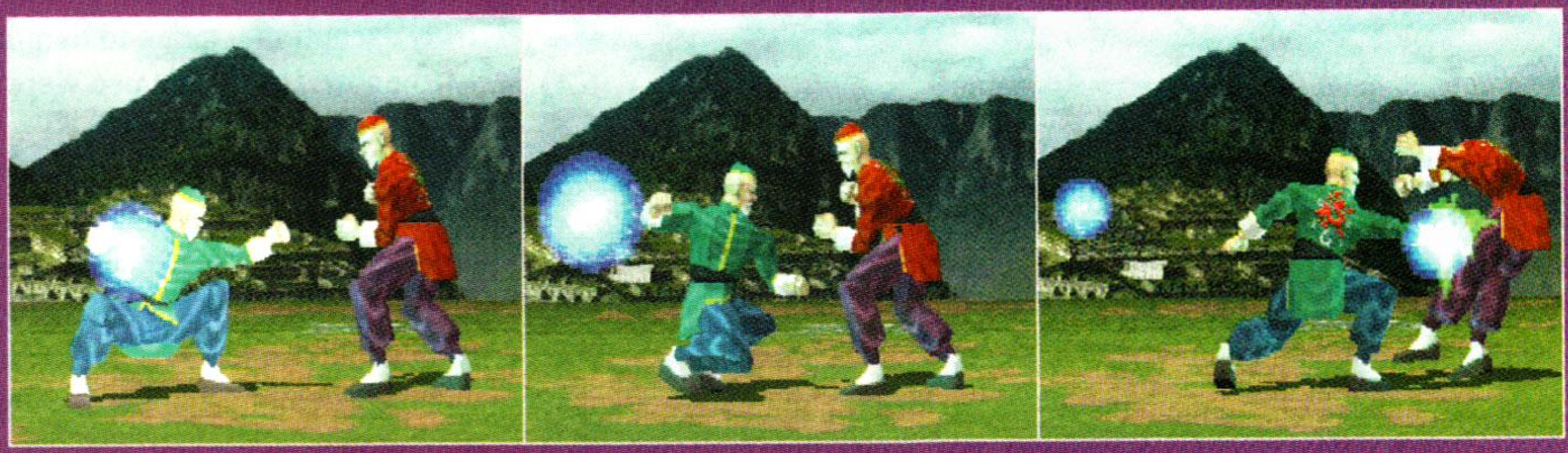
The ancient and wise gentleman known as Wang was a companion of Jinpachi Mishima; Heihachi's father. Wang watched Heihachi and Kazuya with great interest as they grew and chose their paths of life, and remained generous and kind whilst living as a recluse in the Mishima gardens. Now Wang tends to the huge number of vegetables in the formal gardens of the Mishima estate, finding time to hone his awesome (and highly individual) martial arts skill, and can be found every morning at the crack of dawn, strolling the mountains and philosophising to the clouds. His lithe athleticism despite his great age has meant that his inner Chi strength is channelled with great purity of spirit, despite his frail bones.

His reason for entering the second Iron Fist tournament is to carry out the final request of the long-dead Jinpachi. During his life, Jinpachi watched with grief as Heihachi and Kazuya followed the path of evil, and instructed his faithful friend and retainer to eliminate both of them when the time was right. Wang reckons that the easiest way to fulfil this plea is to face all challengers once again, giving way to those adept enough to defeat Kazuya, and dispatching those unworthy of his attention. Heihachi, meanwhile, shall stare into the face of destiny at another time...

The elderly vegetable gardener with a Mishima deathwish has honed his skills to perfection; becoming one of the deadliest opponents in the Tekken 2 ensemble. Aside from a variety of Return Moves (see Jun or Paul for more details), Wang can now perform one of two Guard Impossible manoeuvres that see this sprightly old gentleman take great pleasure in teaching the younger generations a thing or two about how to fight. Both these two moves are great, but follow the usual adage of 'lengthy strike always equals high damage'. The punching version sees Wang inflicting a lot more damage, but with a slightly longer delay. Many of his other moves are the Kempo derivatives favoured by the Native American wanderer, but Wang immense wisdom has seen him learn a skill from both Paul and Nina. Wang can, for example, utilise a Nina Williams strike and form it into his own offering; the Double Palm of Destruction, and this coupled with his other thrusting punches is more than enough to keep a cautious enemy at bay.

Paul's Destructive Fist technique has been acquired, rethought, and given a new title. The Collapsing Fist is the same move, but coupled with Nina's palm strike and the Return Moves, Wang may confuse an opponent with a bewildering array of mix-and-match styles. He also has his own personal favourites such as the Together Stab, which is useful for hitting downed victims as well as standing foes. Wang's deadly Left Moon (a powerful throw which causes the victim to be stunned, prone and facing away) has been made more difficult to execute, as it was the one throw that you could use to finish off an opponent with ease in the first Tekken. Finally, our old gardener has another excellent throw where he rolls an opponent away from him with great force, and this must be included in your fighting style if you are to master the champion of root vegetables.

THE **COLLAPSING CHARGE FIST** SENDS THEM SPINNING!



Wang, vegetable gardener extraordinaire and Kempo specialist, demonstrates his fantastic countering abilities on his twin brother Twang (above right). Also note that his Left Moon (right) is now much more difficult; and rightly so!

WANG'S FIGHTING TECHNIQUES	TECHNIQUE CONDITION	DAMAGE
CUTTING TAKE DOWN	NEAR OPPONENT ○●/○●	35
NECK THROW	NEAR OPPONENT ●○/●○	35
GERMAN SUPLEX	AFTER 3. ●●/○○	45
COLLAPSING FIST	↓ ↘ → ○●/○○	33
SHOT THROUGH THE HEAVENS	●○/○○ ●○/○○ ●○/○○	10, 8, 20
SHOT THROUGH THE HEAVENS	↘ ●○/○○ ●○/○○	12, 20
FRONT THIGH BEAT	WHILE CROUCHING ○○/○●	15
FRONT CROSS CATCH BEAT	WHILE CROUCHING ○○/○● ●○/○○	15, 25
FRONT CONTINUE THIGH BEAT	WHILE CROUCHING ○○/○● ○○/○●	15, 20
FRONT FAN THIGH BEAT	WHILE CROUCHING ○○/○● ↓ ○○/○●	15, 10
BLUE EMPTY CANNON SHOT	WHILE GETTING UP ○○/○●	20
EXTREME SWAY STEP	DURING HIGH JUMP ○○/●●	35
1. CUT DOWN	WHILE GETTING UP ○●/○○	18
THROUGH THE HEAVENS CUT DOWN	DURING 1. ●○/○○ ●○/○○	18, 15, 20
DOUBLE PALMS OF DESTRUCTION	→ → ●●/○○	20 - 30
2. COLLAPSE DOWN	↘ ○●/○○	15
BIG BURIED COLLAPSE DOWN	DURING 2. ●○/○○	22
THIGH BUMP	↘ ○○/●○	17
3. REAR CAPTURE	○●/○○ AFTER HIT ←	12
REAR THIGH BEAT	WHILE CROUCHING ↘ ○○/○●	12
4. PIERCING BOW THIGH	DURING 4. ○○/●○	25
TOGETHER STAB	↘ ●●/○○	25
RIGHT PALM BOTTOM STRIKE	→ ○●/○○	25
LEFT MOON	NEAR OPPONENT ↘ ↘ ○●/○●	30
BACK DROP	FROM BEHIND ●○/●○ OR ○●/○●	40
SPEEDY FRONT CONTINUE THIGH BEAT	○○/○● ○○/○● ○○/○●	20, 15, 20
SPEEDY FRONT CROSS CATCH BEAT	○○/○● ↓ ○○/○● ●○/○○	20, 15, 25
SPEEDY FRONT FAN THIGH BEAT	○○/○● ↓ ○○/○● ↓ ○○/○●	20, 15, 10
COLLAPSING CHARGE FIST	← ●●/○○	100
ROLLING STONE	← ●○/●●	30
ARROW TO HEAVEN	← ← ●○/○○	50
RETURN MOVES	← ●○/●○ OR ← ○●/○●	

The NAMCO BACK CATALOGUE - PlayStation innovation second to none!

DIGDUG
3
STARBLADE
namco

RIDGE RACER

Released December 1994 (Japan), September 1995 (Europe)
Price £44.99

When Sega released their Saturn machine in Japan, they needed a killer title to shift units. That game was, of course, Virtua Fighter. Similarly, one month later when Sony unleashed the PlayStation, they needed a truly exceptional game to demonstrate the power of the machine (let's face it, Crime Crackers wasn't likely to do it). Luckily Namco were at hand with a complete translation of arcade Ridge Racer for the fledgling machine.

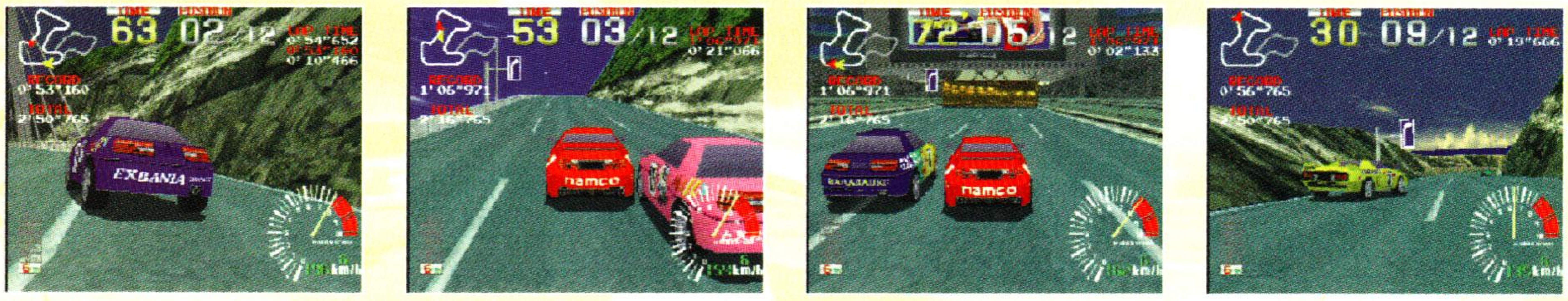
To say that the game was incredible for its time is an extreme understatement. No-one got to grips with the PlayStation's advanced capabilities as quickly as Namco. Ridge Racer featured more 3D objects onscreen than any other game around at the time, and it ran at 30 frames a second, providing a level of smoothness no-one had experienced on a home machine at that time. Not surprisingly, the game went on to become the top-selling game at the PlayStation's launch.

Considering the short (six month) development cycle of Ridge Racer, it's surprising that Namco R&D managed to make so complete a game. Although the title received some criticism for only having the one track, Namco designed three different race variants, which were then doubled in the "extra game" where you had to drive around the course in the reverse direction. Adding to the variety was the choice of vehicles, with a grand total of thirteen different vehicles to race, each with their own personal appearance and racing attributes.

Another winning aspect of the Ridge Racer formula was the sound. Everything from the coin-op was included - the highlight being a range of hardcore techno music which became the gold standard for videogames tunes. In fact, the music has been licensed for use in an album (see page 134) and before the launch of the game in Japan, the music on its own went on to become a best-selling CD!

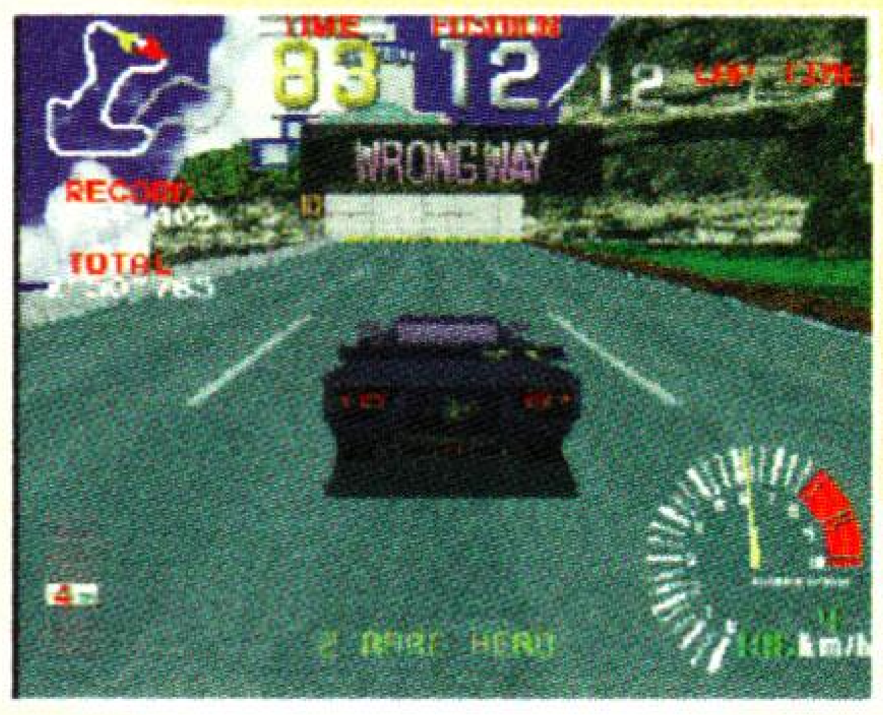
An interesting fact about Ridge Racer is the fact that the entire game loads in to the PlayStation's two megabyte on-board memory, leaving you free to swap CDs so you could drive along to your own music (this feature is lacking in the multi-loading Ridge Racer Revolution.

Namco revolutionised the racing genre on a home machine with the original Ridge Racer, which was released on the launch of the machine in both Europe and Japan. The 30 frames per second racing action set the standard for smoothness and fluidity.



The first PlayStation game remains one of the greatest!

The timely arrival of Ridge Racer consolidated Namco's position as the number one game developer for the PlayStation and proved to everyone just how powerful the Sony PlayStation was. Nine months had passed before the game was launched with the European PlayStation, and by that time Ridge Racer was being challenged by the likes of WipeOut and Destruction Derby and whilst it has been surpassed in terms of longevity and technical achievement, Namco's title remains a rampantly playable game. Still, Namco have since redressed the balance with the technically untouchable, super-playable Ridge Racer Revolution (see page 60).



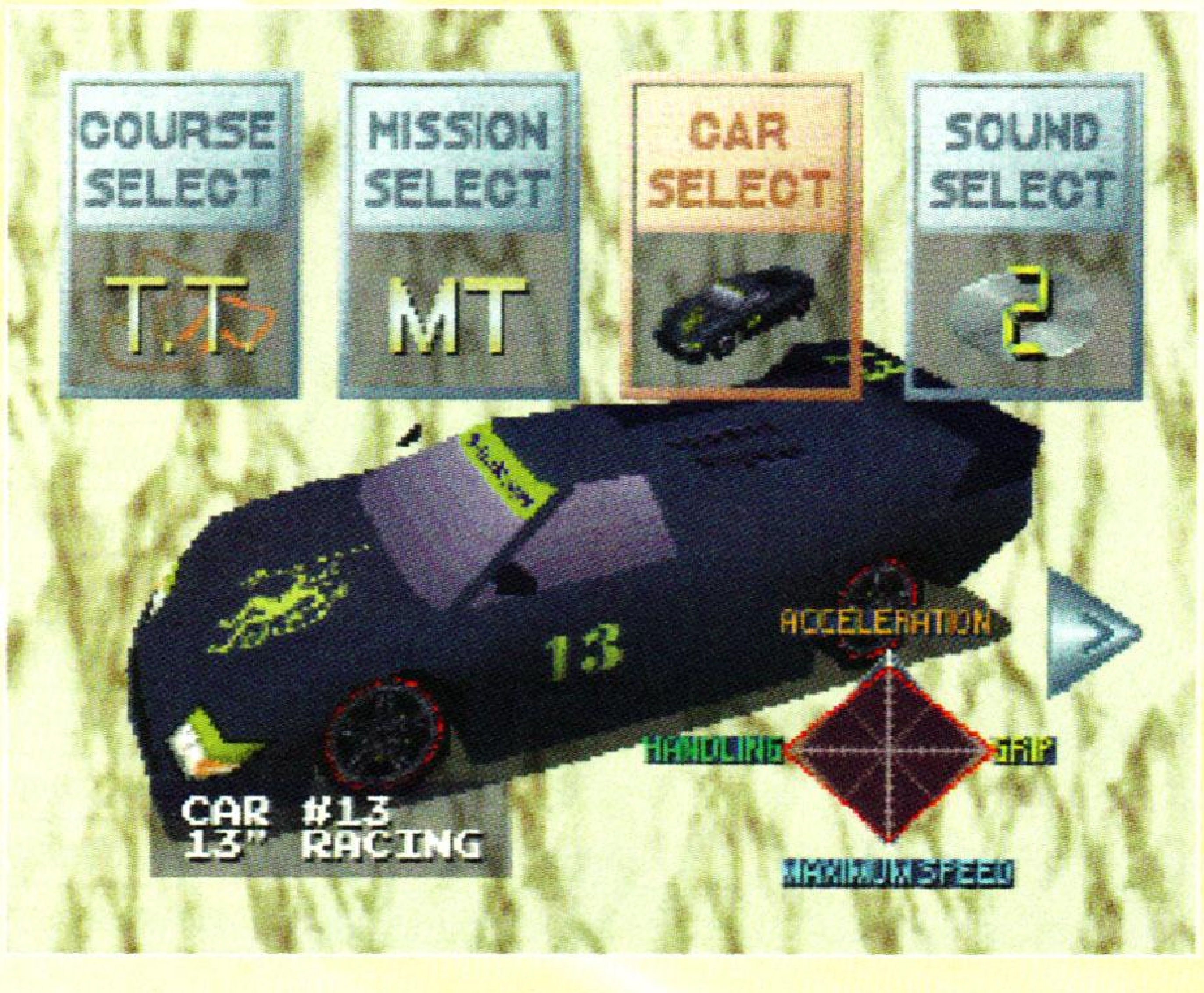
THE CHEATS

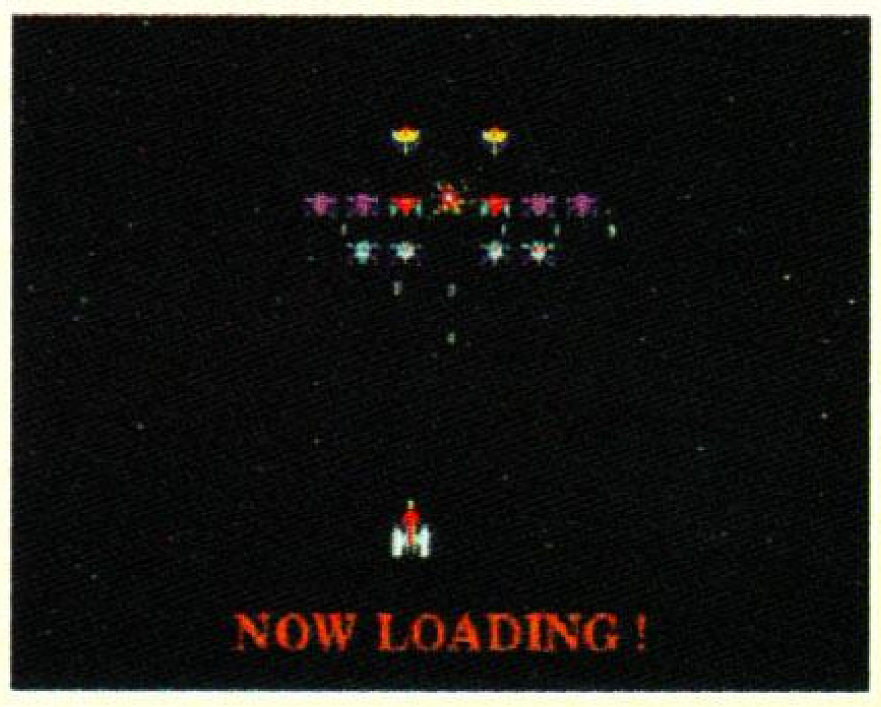
DRIVE ALL TWELVE CARS
An assortment of four vehicles can be boosted to a mighty dozen if you play the loading game and blast all of the aliens.

GAIN THE DEVIL CAR
The car total can be taken to a stratospheric 13 by adding the super-fast Devil Car to your line-up. Complete the standard three tracks and play the TT race of your choice. Here you're up against the Devil Car and you need to come first.

MIRROR MODE
As well as the track reversals, there is also an option to play the courses mirrored. To do this, drive to the end of the slip-road at the beginning of the race, turn 180 degrees and speed towards the concrete barrier. You should drive through it into a mirrored version of the selected course.

MOVE TITLE FLAG
The Ridge Racer title screen flag can be controlled. Hold down L1 and R1 and press the buttons to move the flag. You can also control the rotation of the cars on the car select screen using this technique.



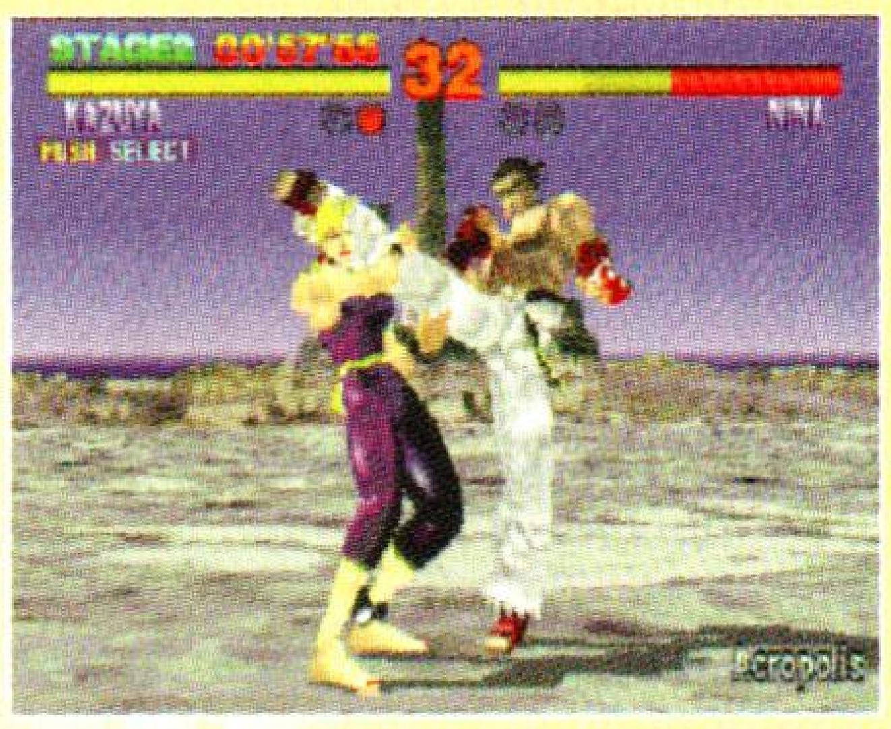


Blast all of the aliens before they disappear to get all twelve cars to race (above). The Devil Car (left) is the fastest vehicle in the game by far, and real skill is required to add this automobile to your Ridge Racer saved position.

TEKKEN

Released March 1995 (Japan), November 1995 (Europe)
Price £49.99

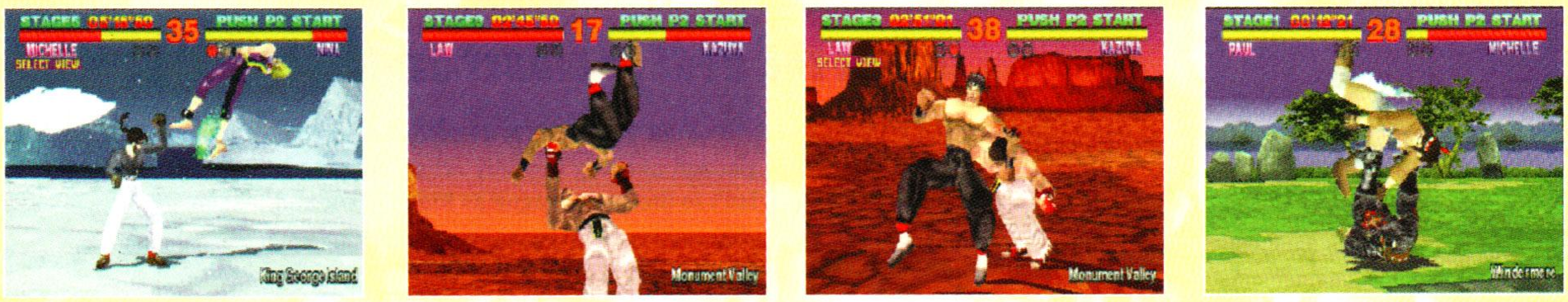
During 1994, Namco initiated a program to develop stunning 3D arcade games using low-cost technology. Partnering themselves with Sony, Namco brought PlayStation hardware into the arcades, powered-up the capabilities and unleashed their first 3D fighting game to the world. That game was Tekken, which went head-to-head with the super-expensive Virtua Fighter 2 in the arcades.



Several months later, its arcade lifespan coming to an end, Namco translated the arcade code to PlayStation, with only very minor superficial differences being evident between the home and arcade games. Tekken went on to become one of the top-selling PlayStation titles of all-time, cementing Namco's reputation for both quality home and coin-op games. On its European release in November last year, Tekken went straight to the top of the charts, becoming the fastest-selling CD title ever at that time.

So what makes Tekken the incredible game that it is? In every aspect, the game is an unmitigated success. Running at a super-smooth 60 frames a second, Tekken is as smooth as humanly possible. What is also incredible about the game is the amount of textured polygons being shifted around the screen. Running in one of the PlayStation's higher resolution modes, the detail of the characters is truly breathtaking. In fact, the sheer attention to detail evident in the combatants far out-stripped its nearest competitor, the over-rated Battle Arena Toshinden. Indeed, Namco's game is still superior to Toshinden's sequel - testament to the abilities of the R&D department.

Tekken debuted in the arcades and was the first game to arrive from Namco using the System 11 board. The home version is nigh-on identical (bar some small changes on the ground textures) and actually improves on the original in many respects.



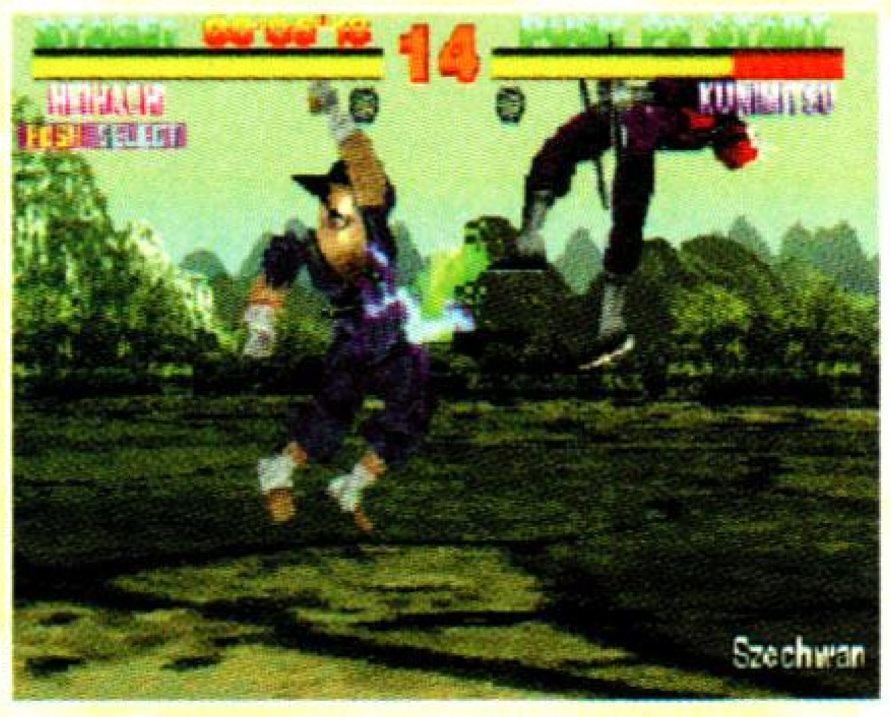
Another lacking aspect of the Takara title was depth. Tekken managed to deliver a massive 17 characters along with hundreds of techniques to master. The range of sub-bosses delivered added a huge amount to the replay factor of the game (practically forcing you to complete it with every character), and the sheer range of combination strikes possible made it a game with a lifespan of months.

Tekken is a landmark title in videogaming and a key player in the success of the Sony PlayStation. One has to wonder whether the machine would have been half as successful without the assistance of Namco. It's also interesting to note that the only company who have surpassed Tekken are Namco themselves...

THE CHEATS

SUB-BOSSES

Add sub-bosses to your roster of fighters by completing the game with each of the eight "normal" fighters. Each character has their own personal boss who is selectable once the player has defeated Heihachi Mishima.



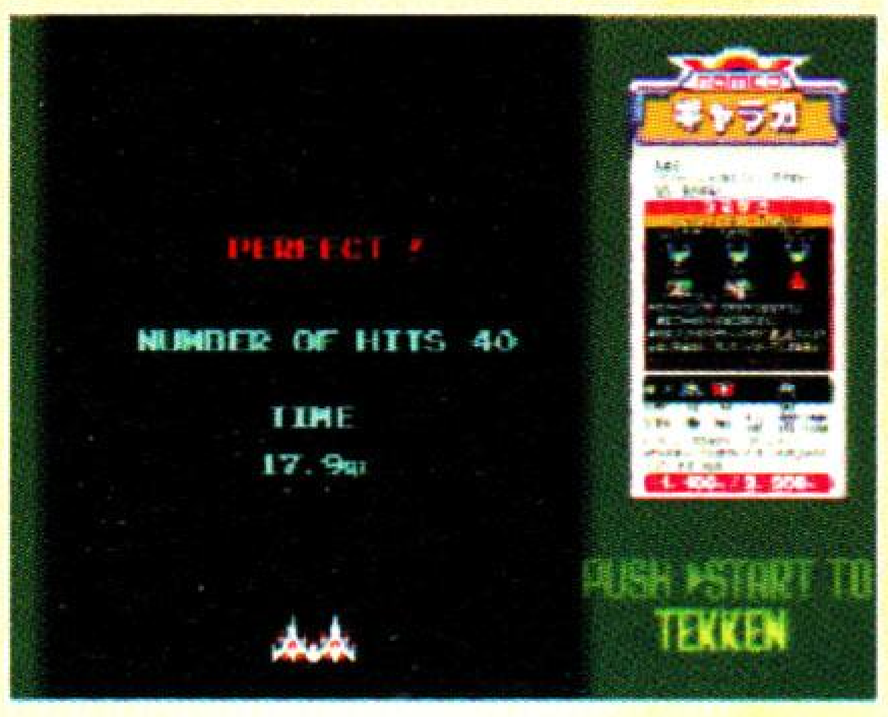
Completing Tekken is not enough - you need to add Heihachi, Devil Kazuya and all of the other bosses to your memory card! The array of hidden cheats in Tekken makes it a game with a huge amount of longevity.

HEIHACHI MISHIMA

Adding Heihachi to your character roster is a slightly more difficult affair. Finish the game with a time less than five minutes, 30 seconds and do so without continuing. You can do this at any time - you don't need any of the sub-bosses to do this.

DEVIL KAZUYA

This cheat allows you to select the Devil in arcade mode only and is the most difficult cheat to access. What is even more irritating is that this character is only Kazuya with different texture-maps! Still, for completists' sake, it has to be done. You need to blast all eight levels of the Galaga loading game using a minimum of one continue. The best tip here is to learn all of the patterns and defeat the first level in less than 18.5 seconds. This brings up dual-ships on-screen which makes the remaining task a lot easier. You can't use the dual-ship cheat to get the Devil, unfortunately. Once you have completed this, go to arcade mode and select Kazuya to get the Devil.

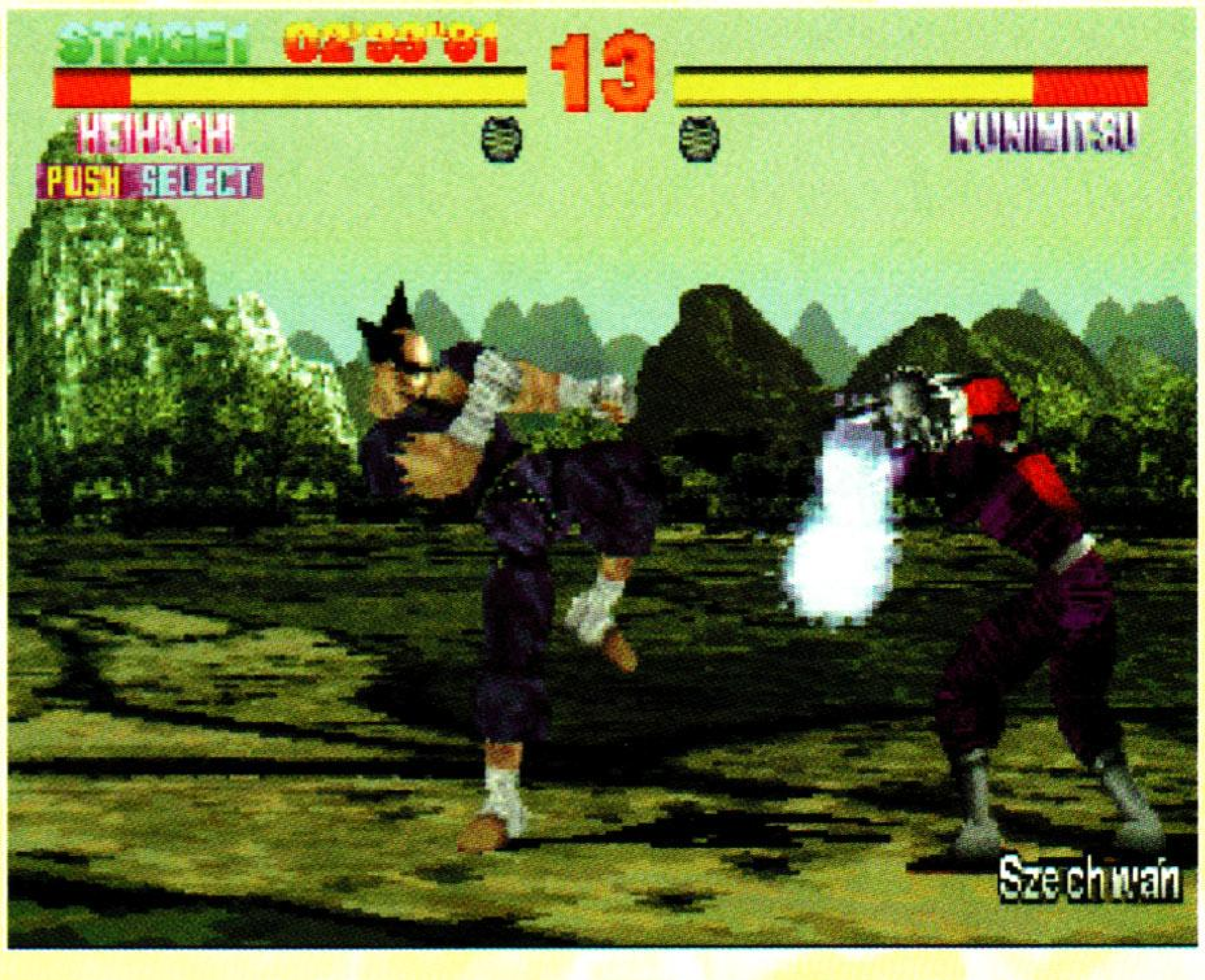


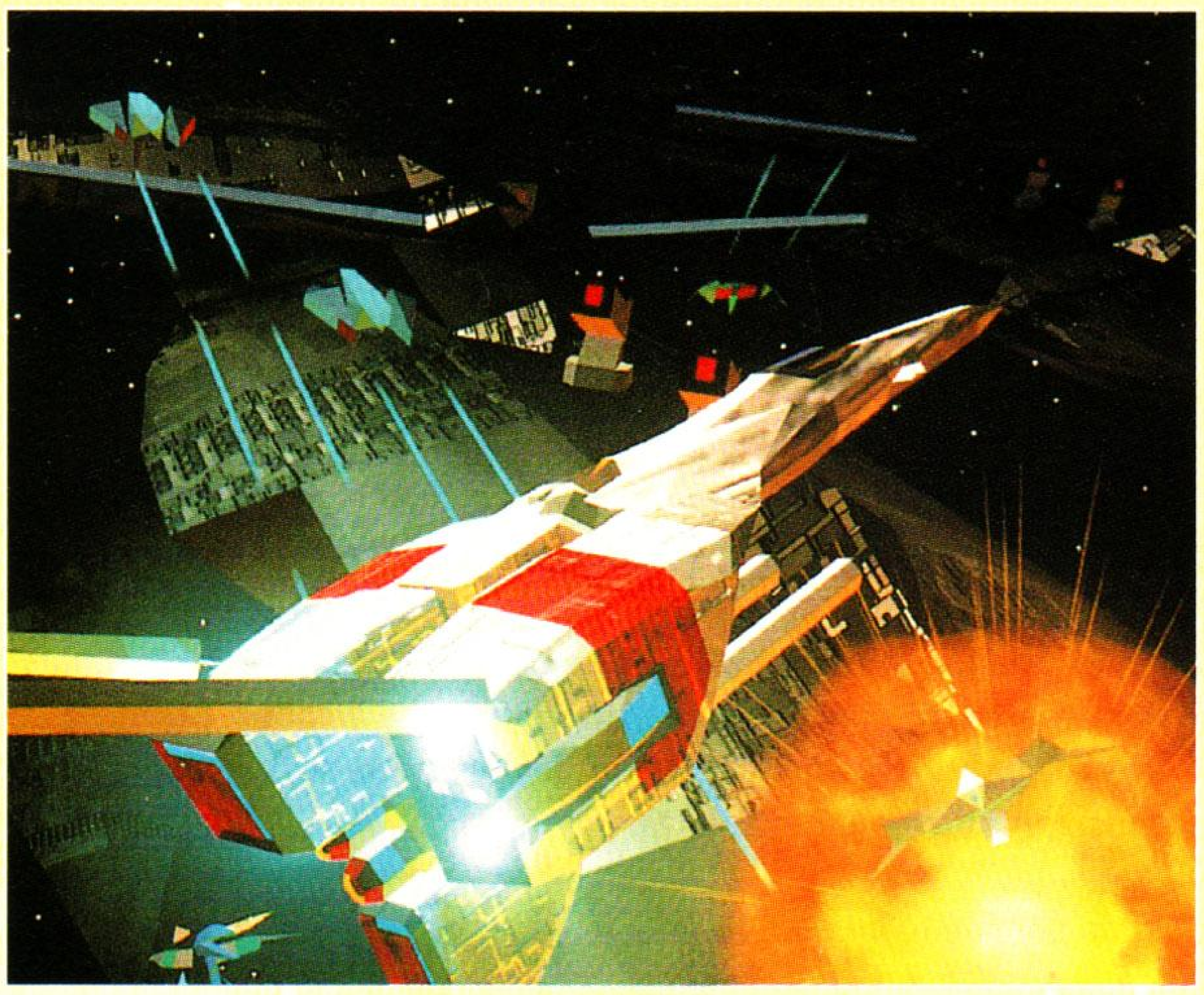
DUAL GALAGA CRAFT

Start Galaga with dual-ships immediately! Simply press and hold up, L1, triangle and X on control pad two as you power-up your PlayStation.

NAMES LIST IN ARCADE MODE

To bring up the Versus Mode names screen rather than the usual character select screen, press and hold L1 and R1 as you select Arcade Mode. And there you have it.





STARBLADE

Released March (Japan), November 1995 (Europe)
Price £44.99

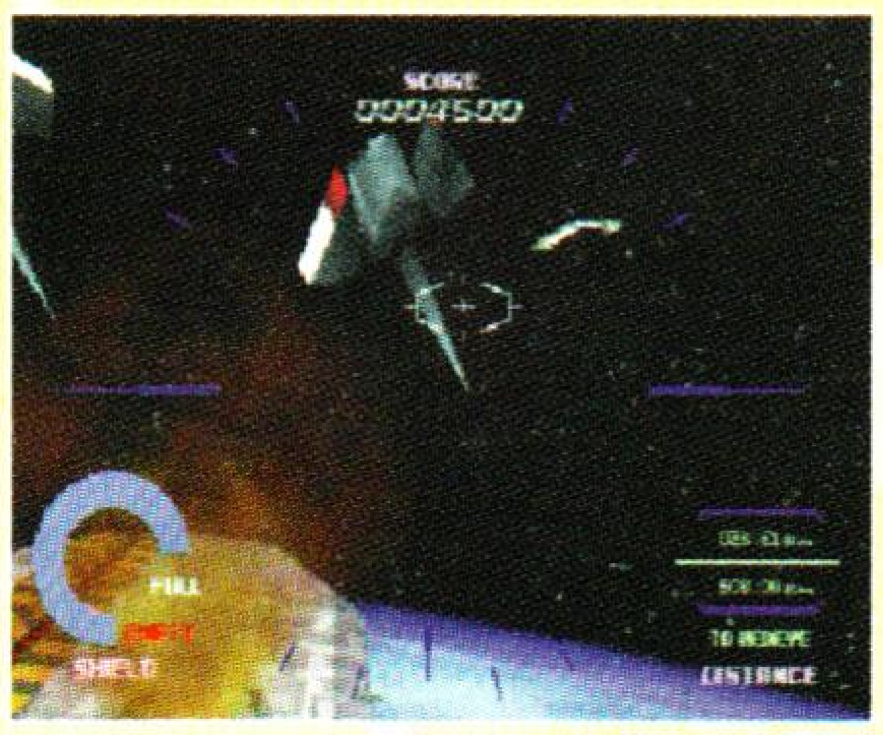
After the great sprite-scaling and rotation boom of the mid to late eighties (will we see Assault and Metal Hawk on a forthcoming Namco Museum Piece?), the arcade business was in need of new ideas. Namco preempted rivals Sega by producing the first fully polygon-based arcade game - StarBlade. It became an instant hit, further solidifying Namco's reputation for technologically ground-breaking videogames (and let's not forget that Namco's polygon Winning Run predated Virtua Racing).

The first thing that struck you about StarBlade was the sit-down cabinet. It was as huge as the overkill Sega cabinets of the time, with a monitor which was warped around the corners. This seemed to enclose the player far more than other monitors, although the image was somewhat warped. However, what truly gripped players was the audio-visual overload when playing it - no-one had seen a fully 3D rendered game of this quality before and many pounds were spent seeing everything that the game had to offer.

It didn't seem to matter that the route through the game was predetermined and you literally just pointed your cannon and blasted - the urge to see more of those graphics overcame all.

The PlayStation version of StarBlade contains everything from the coin-op, and even improves on it in some regards by offering a texture-map mode which boosts the visual appeal of the game over the flat polygon look of the arcade original. However, the gameplay remains identical. This is fine for an arcade game, where only a pound or two is being spent on the experience, but with a PlayStation game players are used to more interactivity. Yes, those graphics are stunning, but what if you could decide where to go, as opposed to the computer flying the ship for you?

StarbLade uses a mixture of the PlayStation's enviable 3D capabilities as well as full-motion video to create the exceptional visuals witnessed in StarBlade. Expect far superior results using the same techniques in the forthcoming Galaxian3.


SCORE
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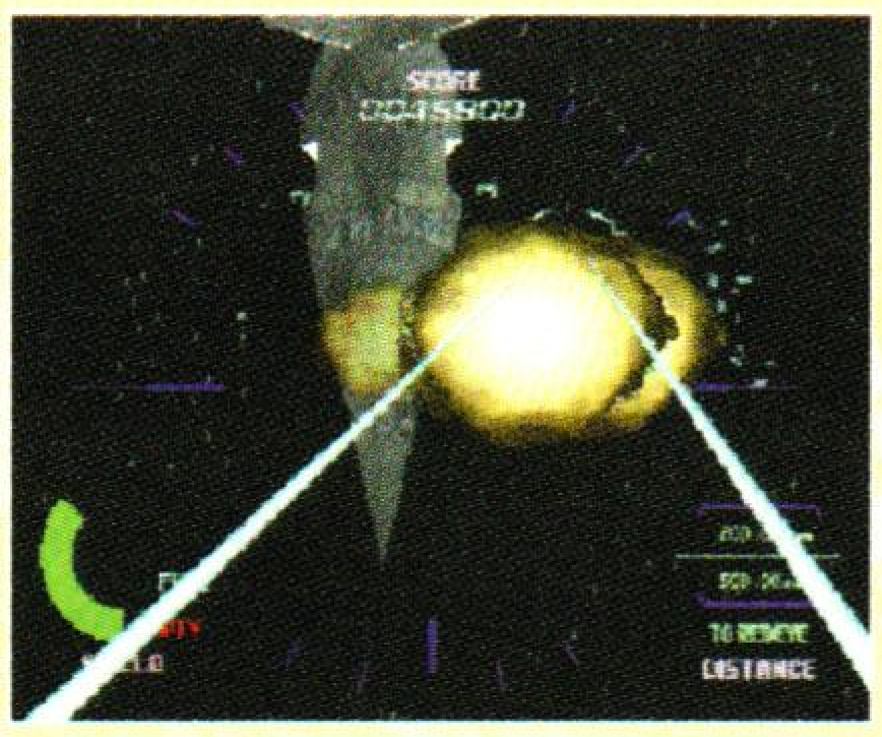
SHIELD
TO REDEYE
DISTANCE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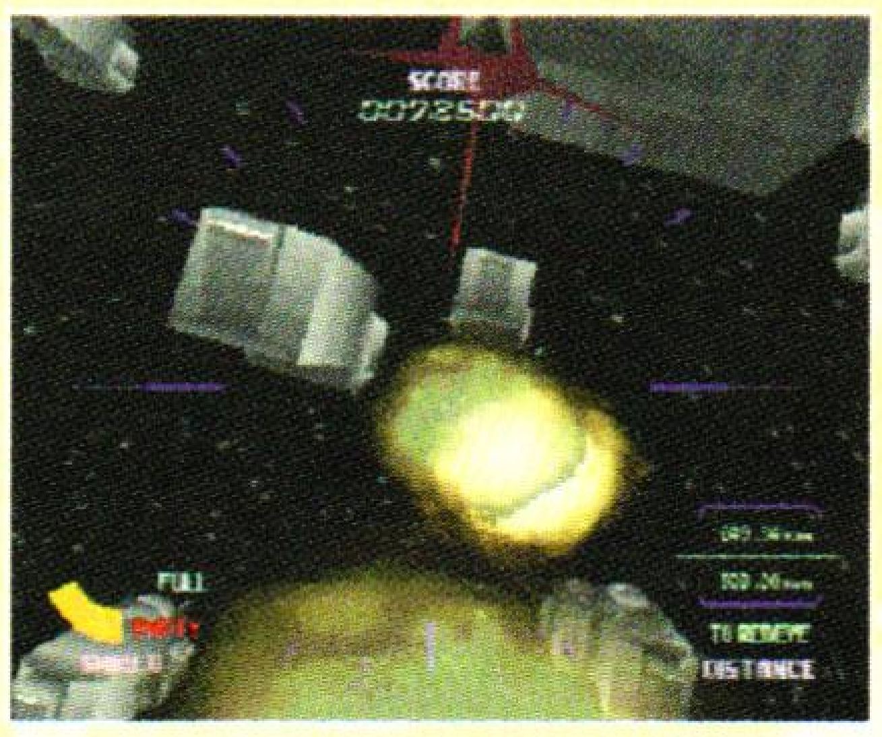
SCORE
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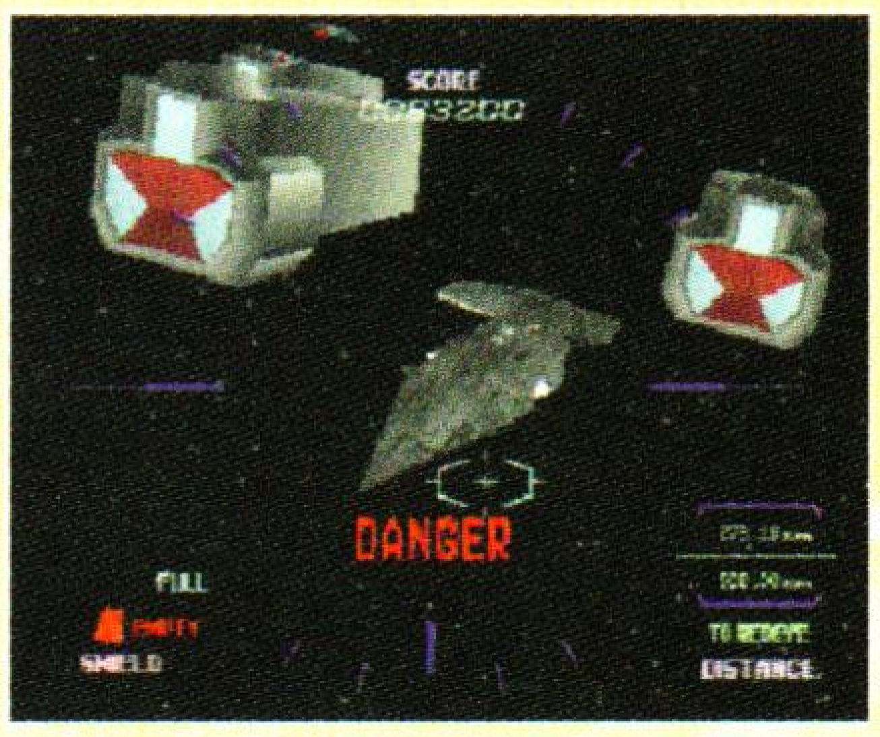
SCORE
0083200
DANGER
FULL
EMPTY
SHIELD
TO REDEYE
DISTANCE

Defeat the RedEye planet destroyer and save humanity in StarBlade!

Overall, StarBlade is an essential purchase for fans of the original arcade game (and it also has the distinction of being the only action game to benefit from compatibility with the PlayStation mouse), but it isn't in the same league as Ridge Racer and Tekken.

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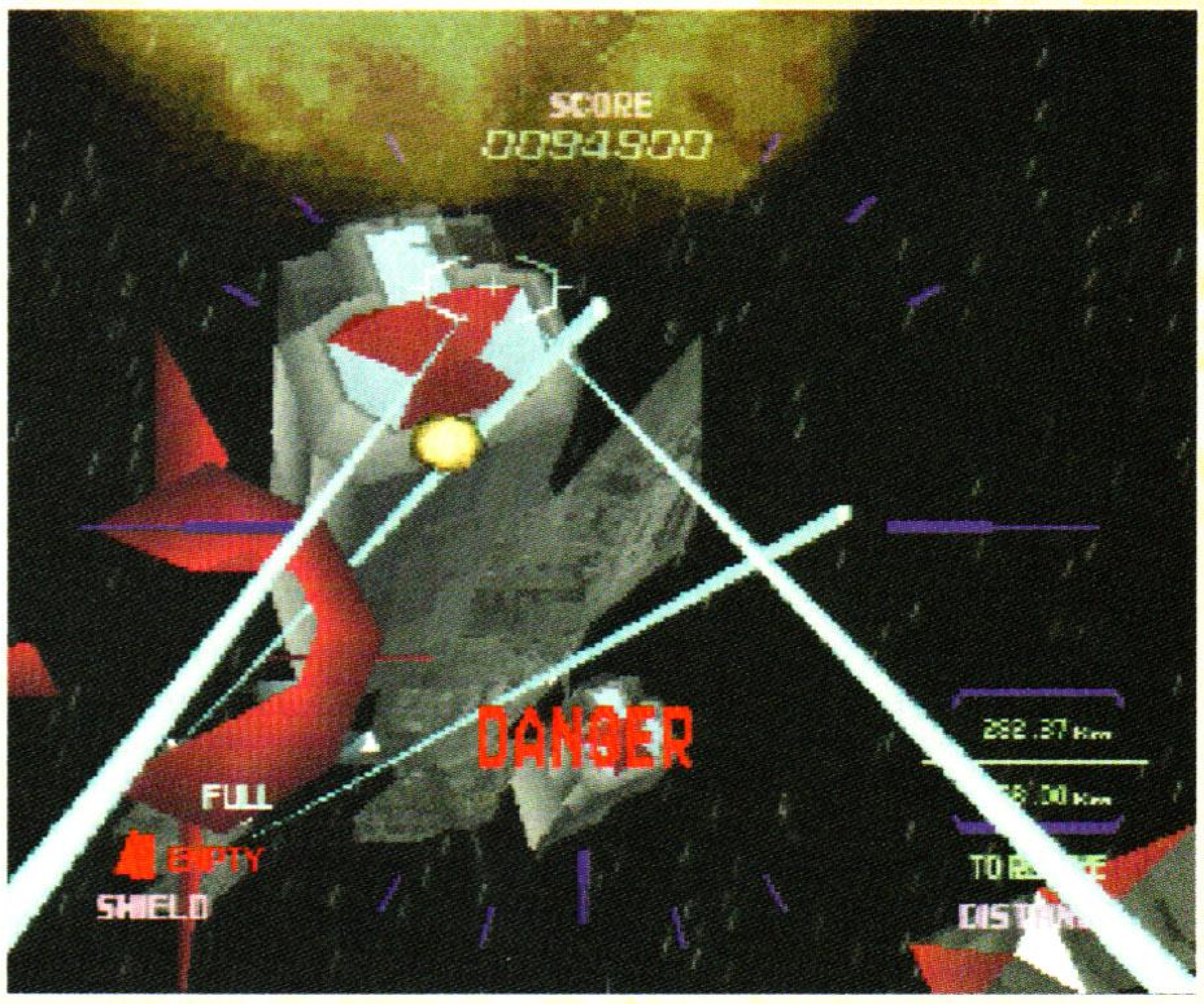
SCORE
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DANGER
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FULL
EMPTY
SHIELD
TO REDEYE
DISTANCE

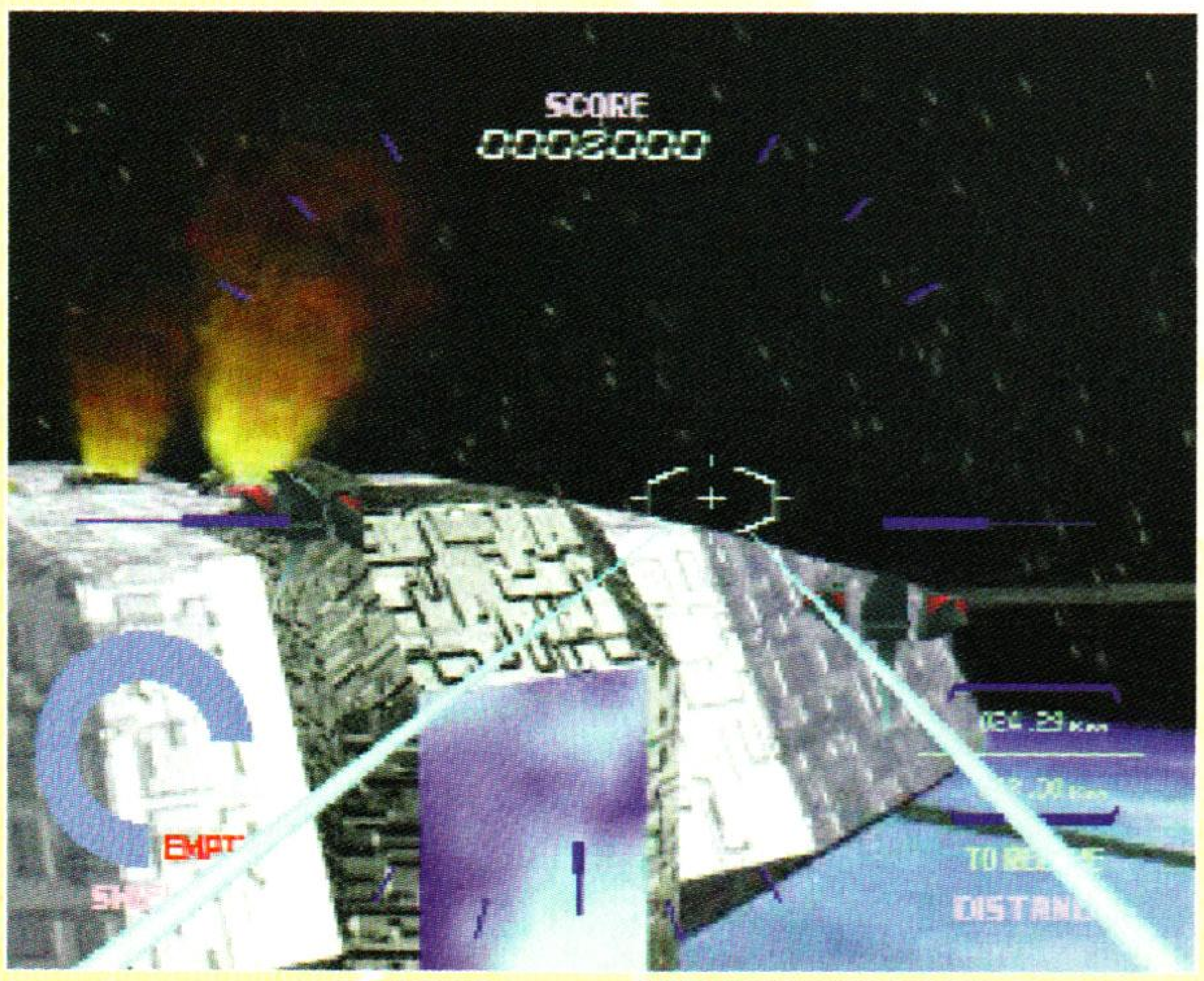
The original StarBlade coin-op used flat-shaded polygons only for its excellent visuals - you have the opportunity to view the game in this mode should you so wish, but the specially enhanced PlayStation texture-mapped version is graphically superior.

THE CHEATS

It should be noted that only one of these cheats can be used in one game. Completing StarBlade should pose no problem with either code installed on your PlayStation!

TURBO SHOT
On the title screen where the StarBlade logo forms, press up, up, down, down, circle, triangle and square. Press start after the demo begins (if not, the cheat is cancelled).

UNLIMITED CONTINUES
On the title screen (again when the logo is forming), press up, right, down, left, X, X, X and press start after the demo begins.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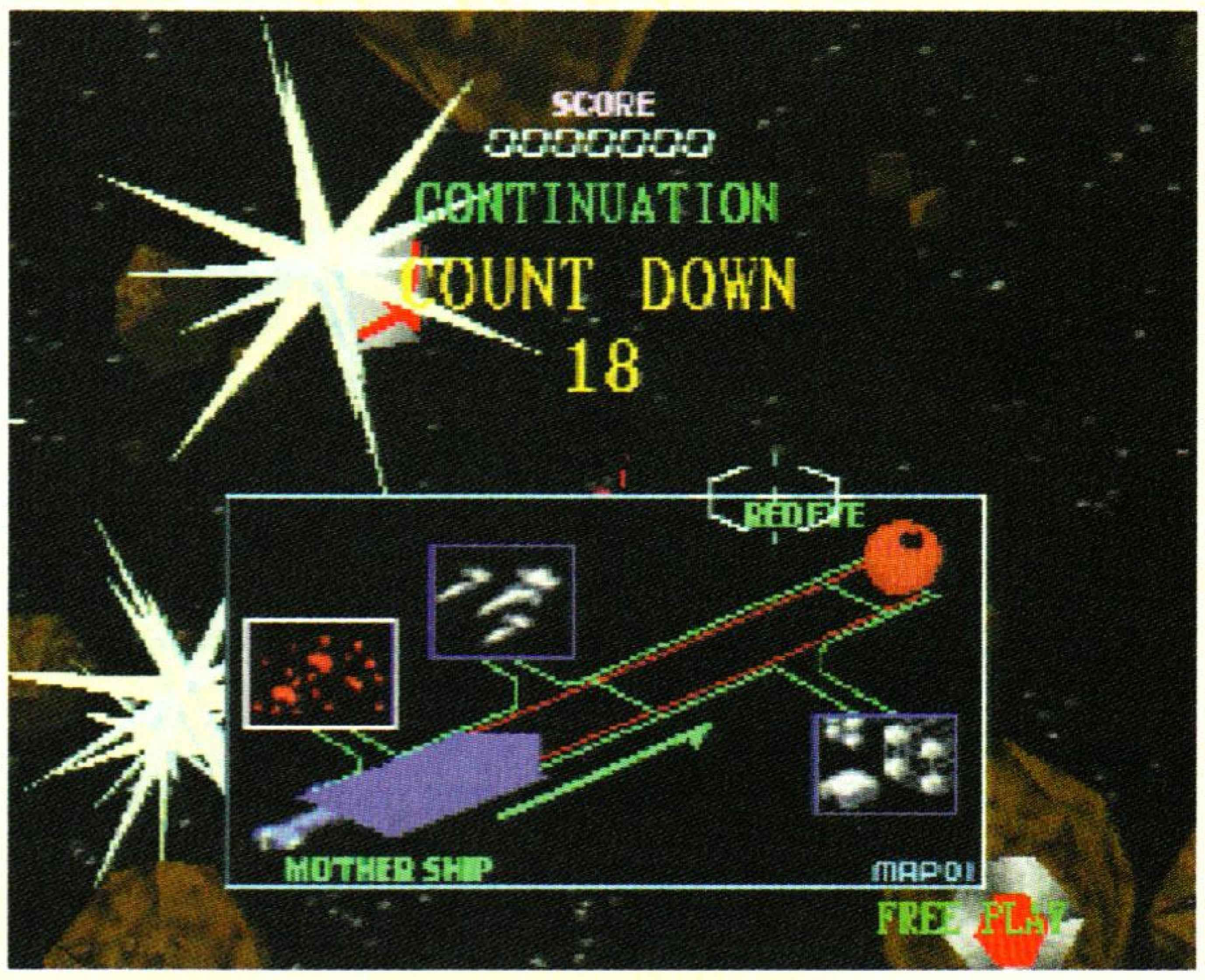
TO REDEYE
DISTANCE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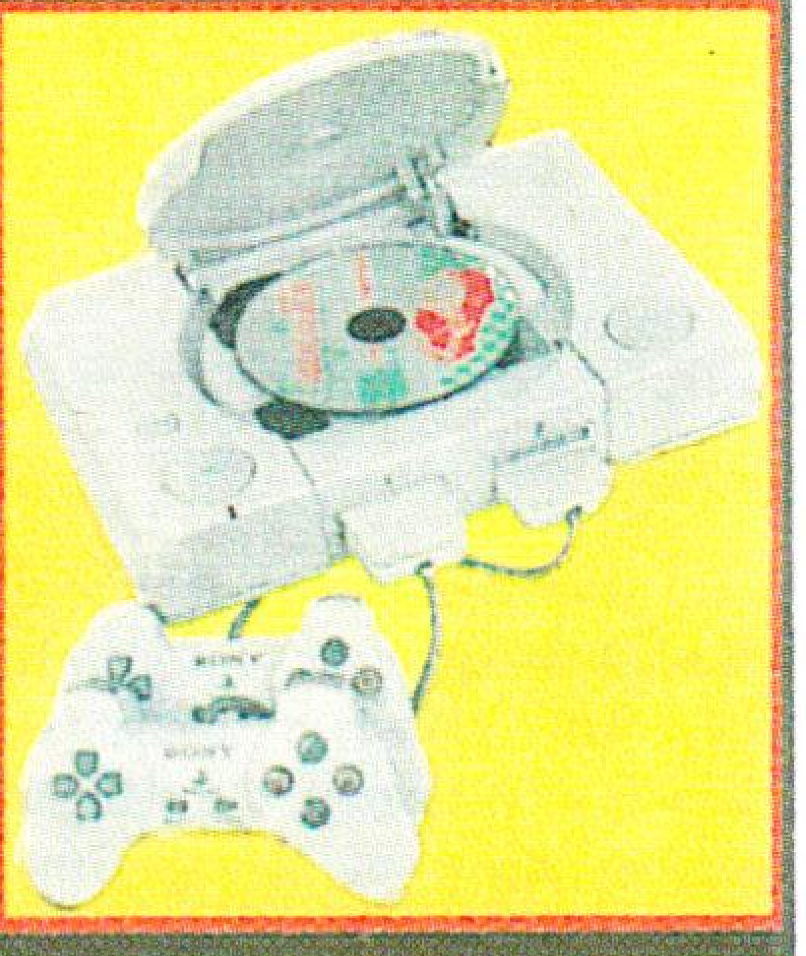

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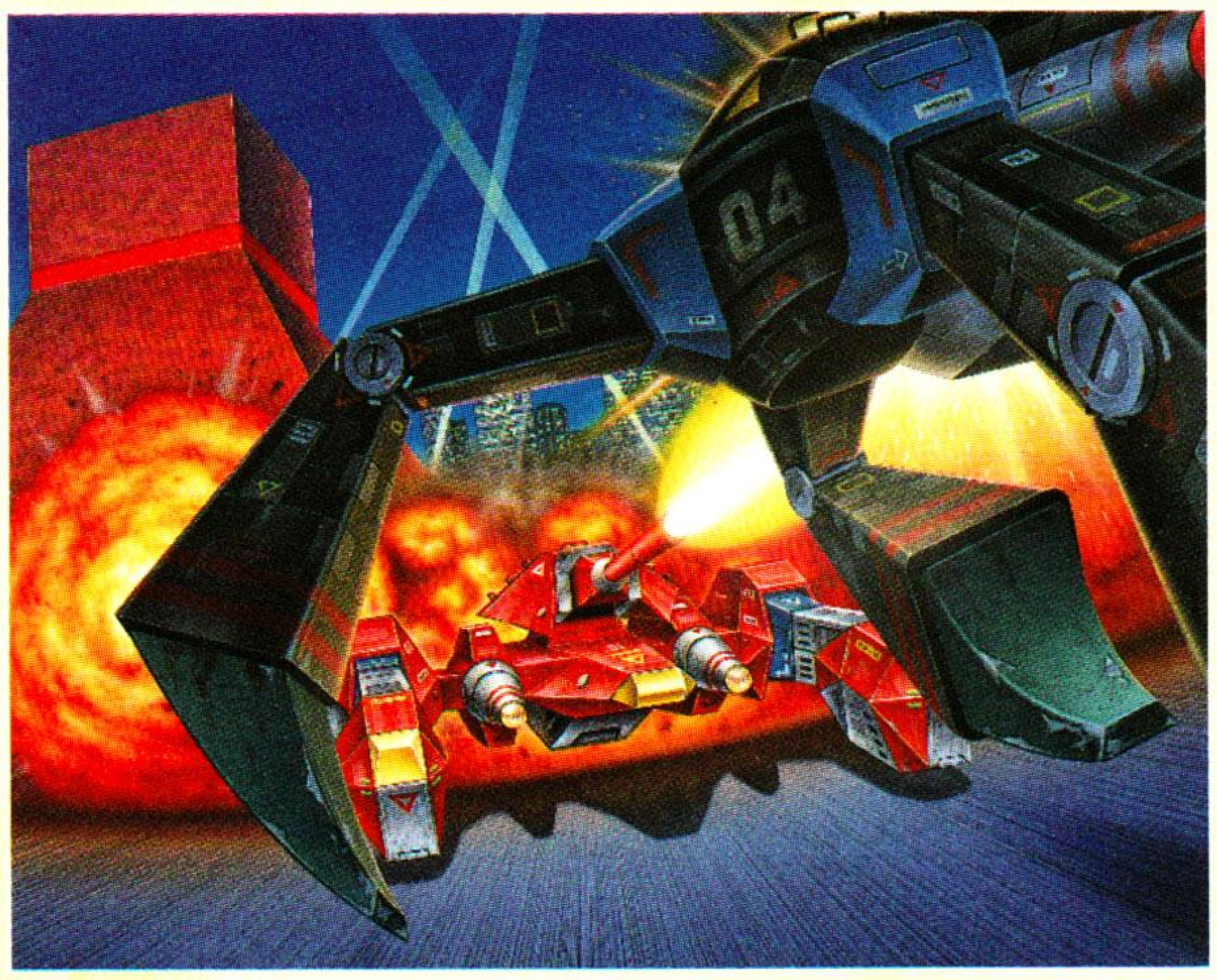


CYBERSLED

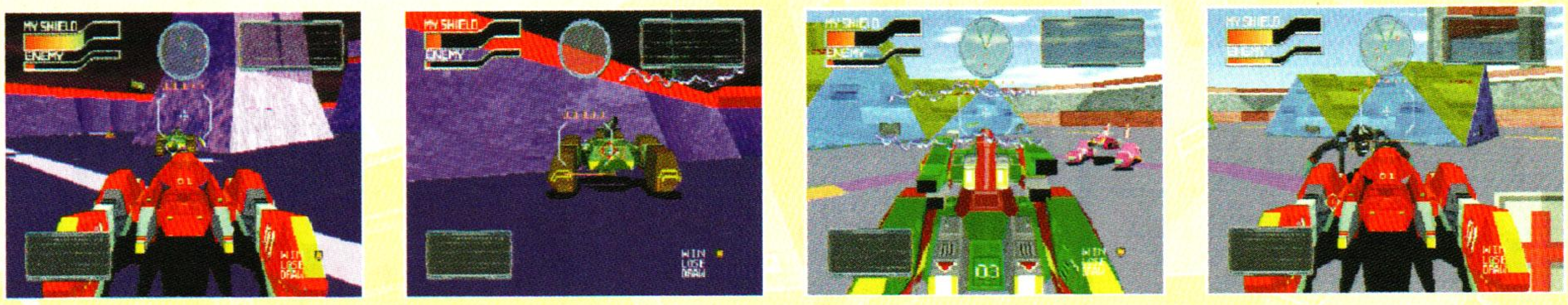
Released January 1995 (Japan), October 1995 (Europe)
Price £44.99

Namco followed up the success of Ridge Racer by converting across one their lesser known coin-ops, CyberSled. Set in a troubled future, CyberSled became the top sport of the nation, with celebrity drivers taking their custom tanks into specially constructed arenas - the aim being to emerge victorious from a one-on-one battle with another combatant.

Each of the tanks has their own special capabilities, ranging from differences in speed, weapons power to size and agility. Each combatant has an energy bar which is worn down by machine gun and missile fire during the course of the battle. Adding to the features of the game is a built-in two-player mode. At the time of development, the link-up cable was not available so the game relies on a split-screen effect to emulate the original arcade machine.

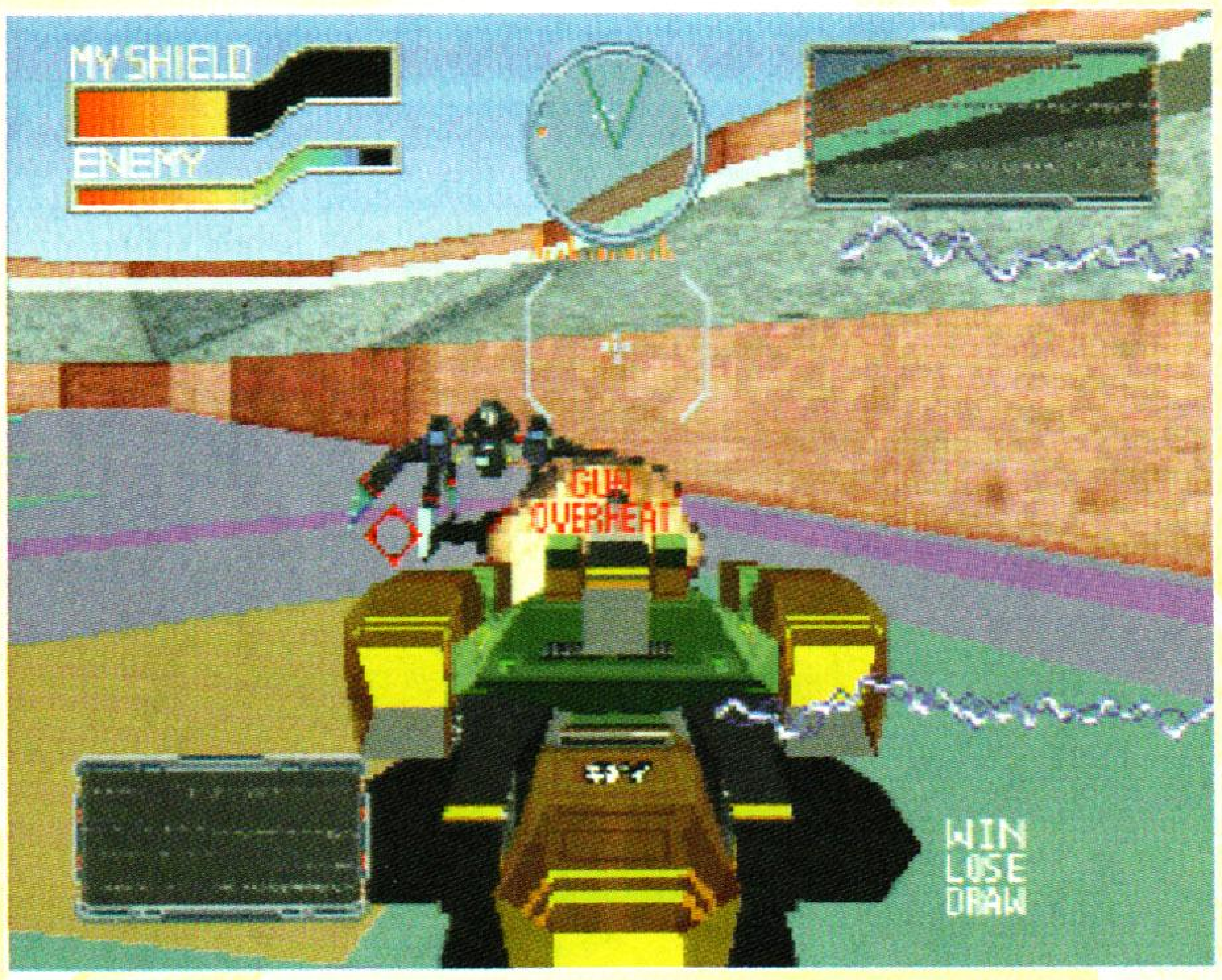
The CyberSled coin-op used two levers to emulate the controls of a real tank, controlling the left and right tracks of the tank. So, for maximum full-speed ahead, you'd press both levers forward. Rotation was also possible - push forward on one lever and back on the other to execute the speediest turn. It was this control system (first used in the ancient arcade game Battle Zone) that prompted the development of the Negcon controller by Namco, which took the analogue control feel of CyberSled and replicated it well on PlayStation. Since then the Negcon has become the most widely supported analogue device on the Sony machine with titles such as Ridge Racer Revolution and WipeOut being fine-tuned for use with the peripheral. But CyberSled was the game that started it all off many moons ago...

The different arenas in CyberSled add extra variety to the cat and mouse-style action. Dodging behind cover, darting out and firing are the best tactics to use, although speed is clearly the best advantage when you take on the final boss - the eponymous CyberSled!



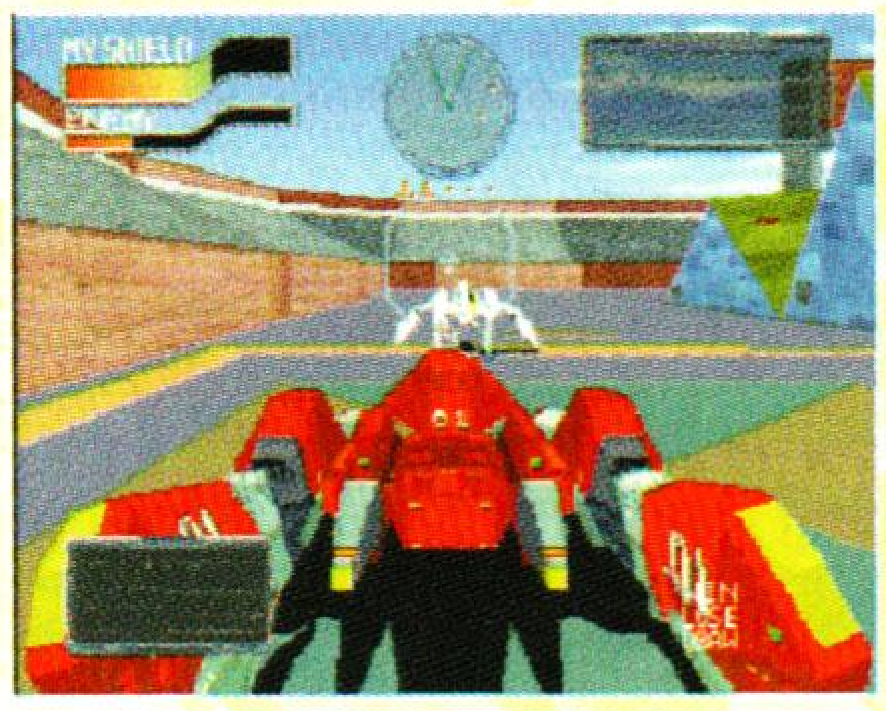
Namco returned to its arcade heritage for its second game

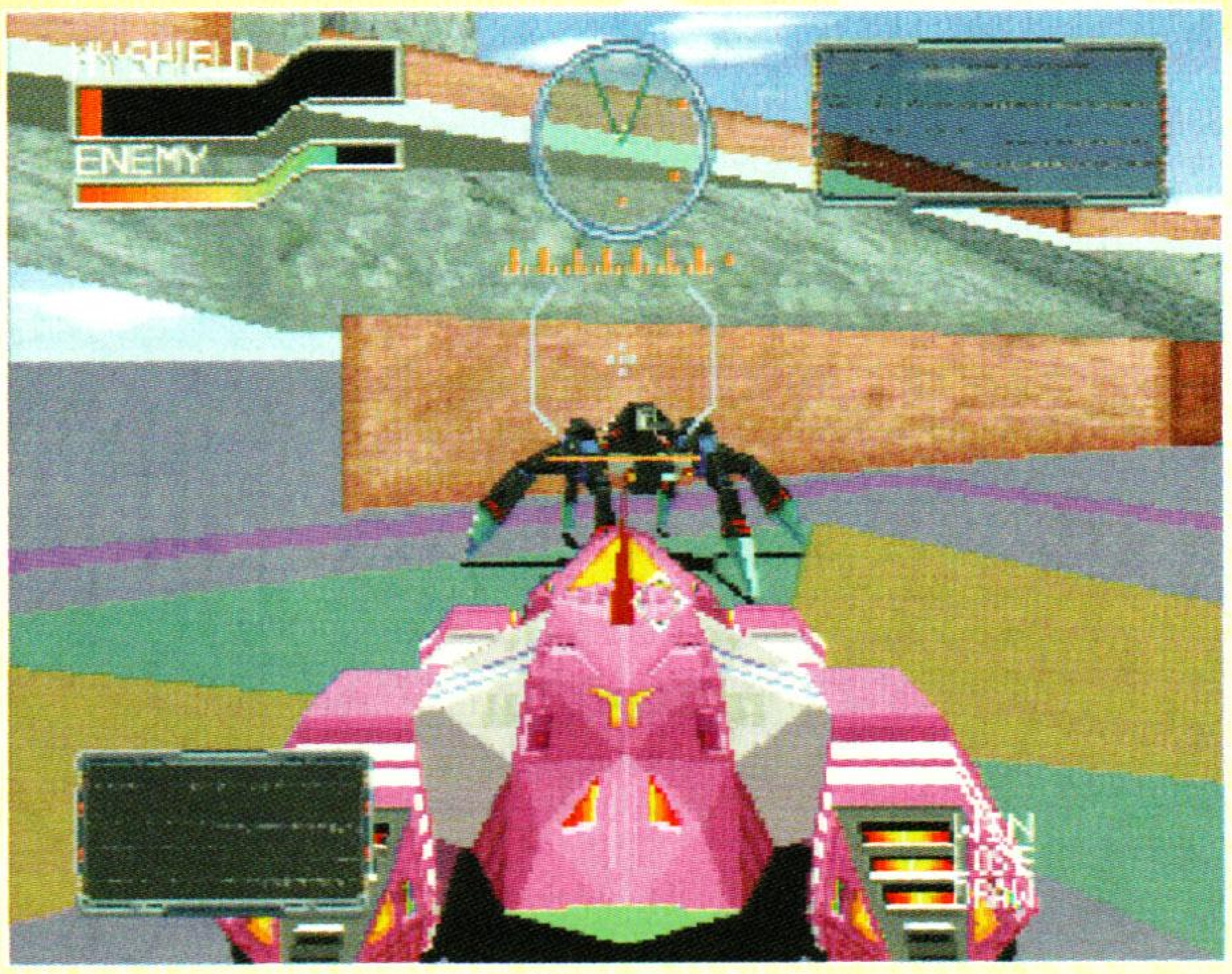
As a conversion of the original arcade machine, it's difficult to fault CyberSled as it does offer everything (and more, once the extra tanks are available) from the arcade machine, although the smoothness of the game isn't as pronounced. However, as a PlayStation release it suffers from being **too** close to the coin-op as the one-on-one battling action makes for quite a limited game (a fault still prevalent in the very similar Assault Rigs from SIE). Also, by today's standards, the visuals aren't really exciting, although to be honest this is probably down to the original coin-op as well.



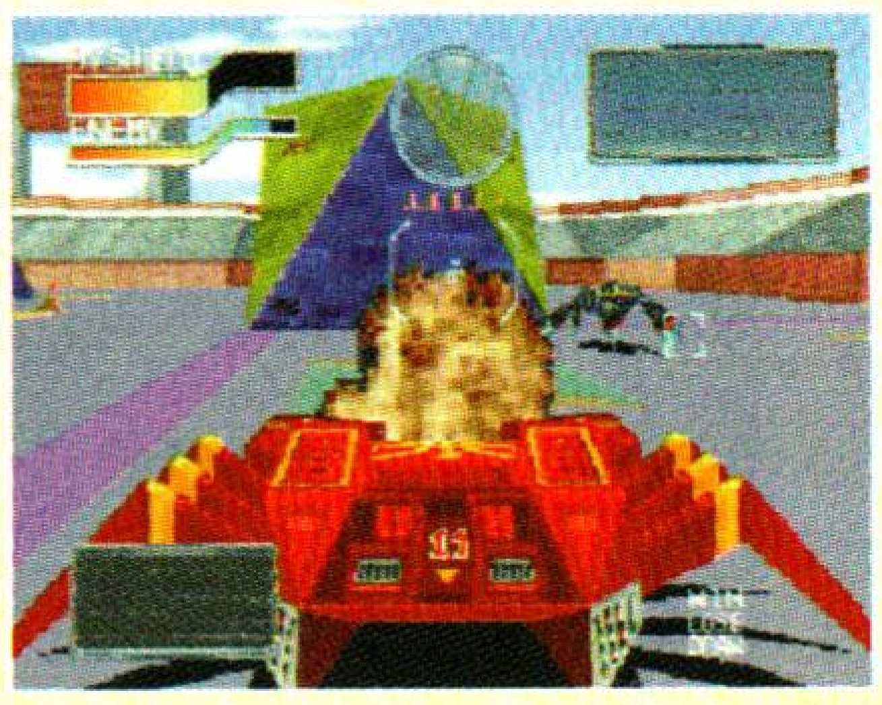
MY SHIELD
ENEMY
WIN
LOSE
DRAW

There are two views available for use in CyberSled. Although the in-tank view is probably better suited to combat (as your view is a lot clearer), the exterior perspectives allow you to enjoy the detail and animation of your craft.





Completing the game (or entering the code) allows you to access five hidden tanks. Pictures of these bizarre creations can be seen on this page, Their capabilities are far removed from the original five tanks at your disposal.



THE CHEATS

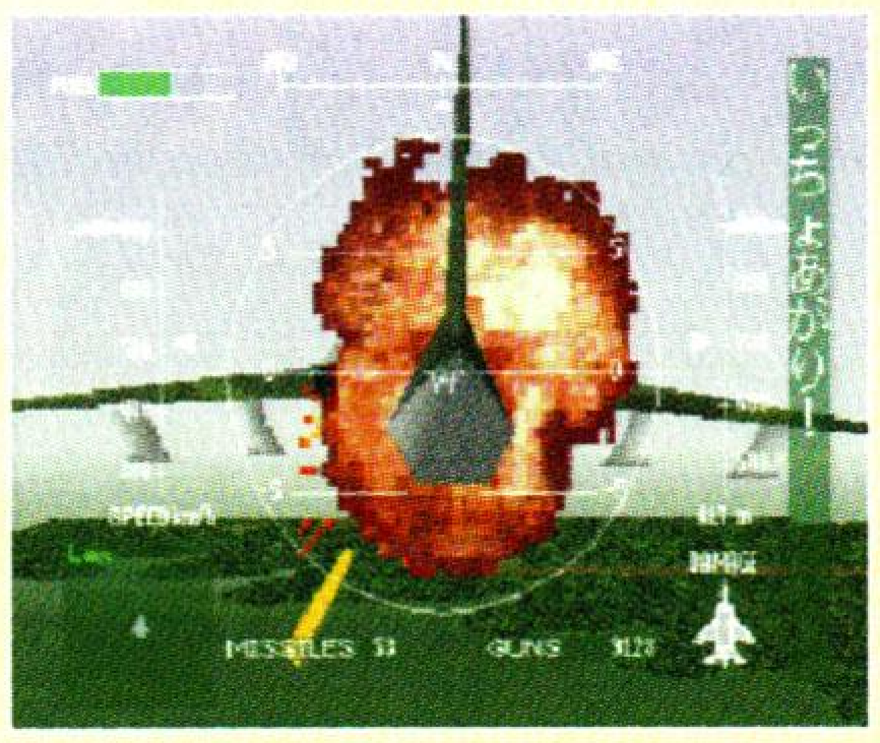
Completing the game enables you to access the other tanks you fight against in the normal arcade mode. Also, there is a cheat code to enter which brings them up immediately. On the title screen (which says "Press Start Button") press up, left, down, right, up, triangle, up, right, down, left, up, circle.

NOT GUARANTEED TO IMPRESS YOUR MATES
SNACK BAR
Guaranteed to Quench your THIRST
Sprite
IMAGE IS NOTHING. THIRST IS EVERYTHING. OBEY YOUR THIRST.

AIR COMBAT

Released July 1995 (Japan), October 1995 (Europe)
Price £44.99

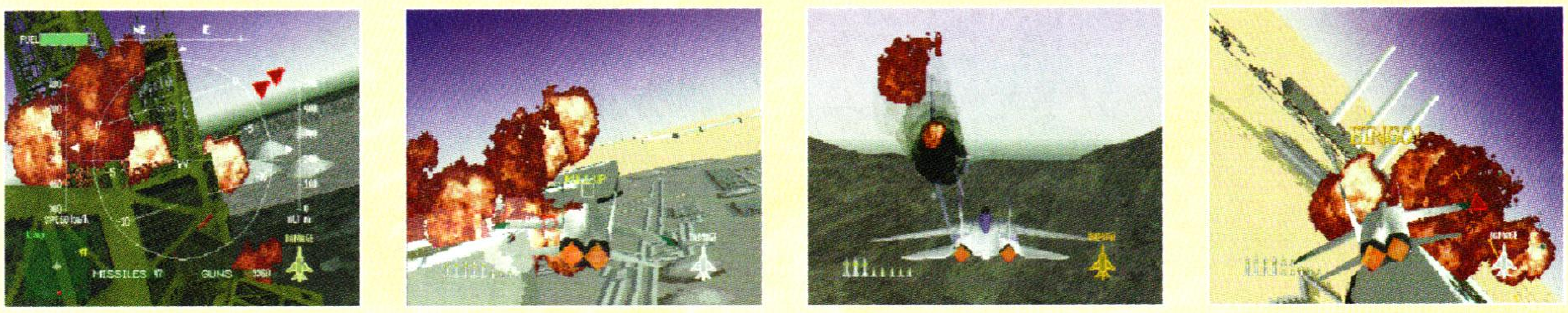
Namco have been reluctant to convert games using their powerful System 22 architecture, having only translated Ridge Racer and Air Combat on to the PlayStation. For both titles, differences cropped up in the gameplay. This wasn't that noticeable on the Ridge Racer conversion, but Namco went back to the drawing board with Air Combat, completely redesigning the game's layout - with only the bare bones of the gameplay intact.



One of the most under-rated games in the Namco back catalogue, Air Combat casts you as commander-in-chief of a Top Gun military air force, with the object being to complete 17 different missions involving both air-to-air and air-to-ground combat.

A range of aeroplanes can be purchased, from the ancient F4 through to A10 TankBusters and the state-of-the-art EF2000 Stealth Fighter. In all, a total of 16 different 'planes have been coded in, each with their own specific strengths and weaknesses (based on their real life performances).

Combining elements of simulation along with the straightforward arcade blasting of the arcade game, Air Combat has been described as one of the most impressive PlayStation games around (by the head of Capcom R&D no less) and suffers from only one fault - that being the easiness of the lower difficulty levels (specifically easy and normal).



A sequence of action taken from Air Combat. Effective blasting of ground targets is an art in itself on the hard difficulty setting, with low-level flying required to take out SAM sites before moving on to the main targets and blasting them!

Take to the skies and destroy the greatest top gun aces in the world!

Select Hard Mode on Air Combat and the gameplay is totally transformed. The amount of enemy planes increases and the intelligence of your opponents is also far more pronounced, making for far more exciting dogfights. The intelligence of the ground-based targets is also increased - SAM missiles are deadly and players need to skirt around these hot spots, using surgical strike tactics to take out the launchers before heading for the primary targets. Subsequently, all of the differences between the 'planes (which aren't so great in the lower difficulty stages) become far more pronounced. Indeed, on Hard Mode, you're guaranteed a far more involved and complex game, which takes Air Combat from being an average game into a truly decent title.

This isn't an essential addition to the PlayStation library, but as an example of a solidly entertaining title with plenty to offer, Air Combat is well worth investigation - just be sure to get the most out of the game on the hard setting!

THE CHEATS

INFINITE PLANES

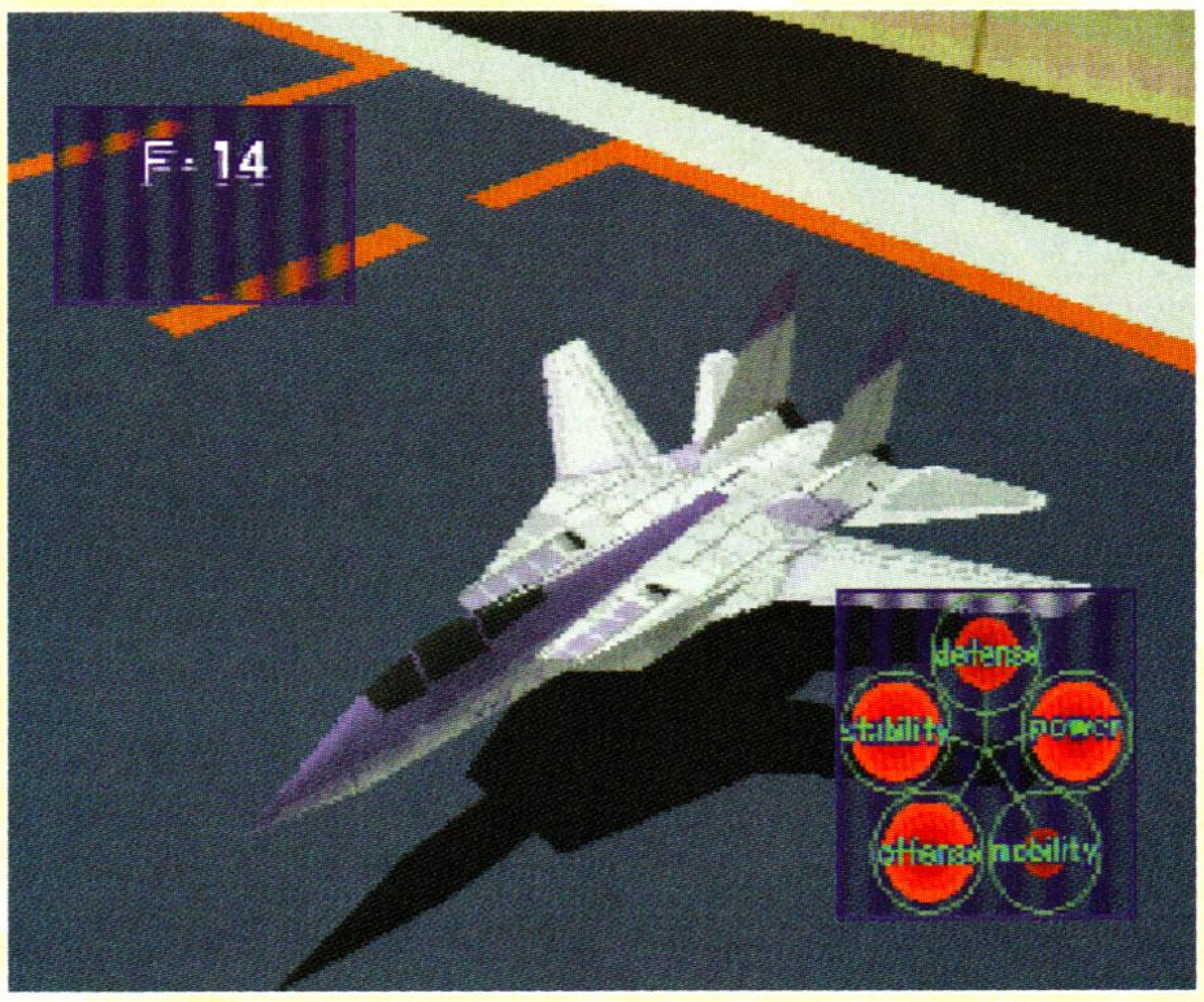
Completing the game on the normal difficulty setting gives you infinite supplies of every aeroplane. This is perfect for playing Hard Mode, which is ten times more challenging (and you will need all of those 'planes).

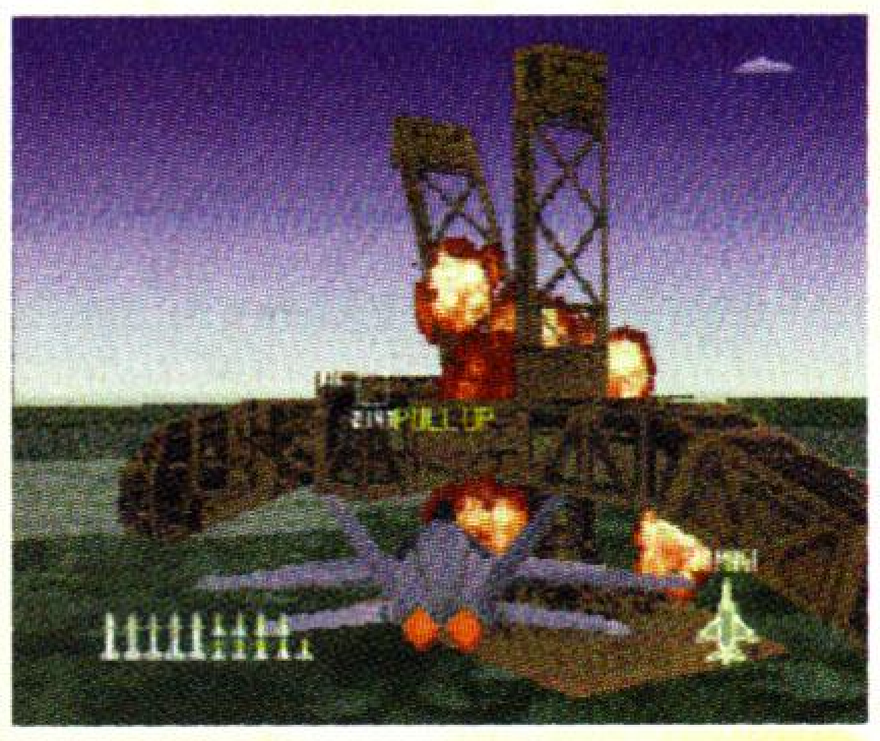
LOADING GAME CHEATS

These aren't really cheats as such, but add a certain something to Air Combat. Before the "Loading, Please Wait" screen appears, press R1 and the circle button and a special loading screen appears. From here, press the following to get the extras.

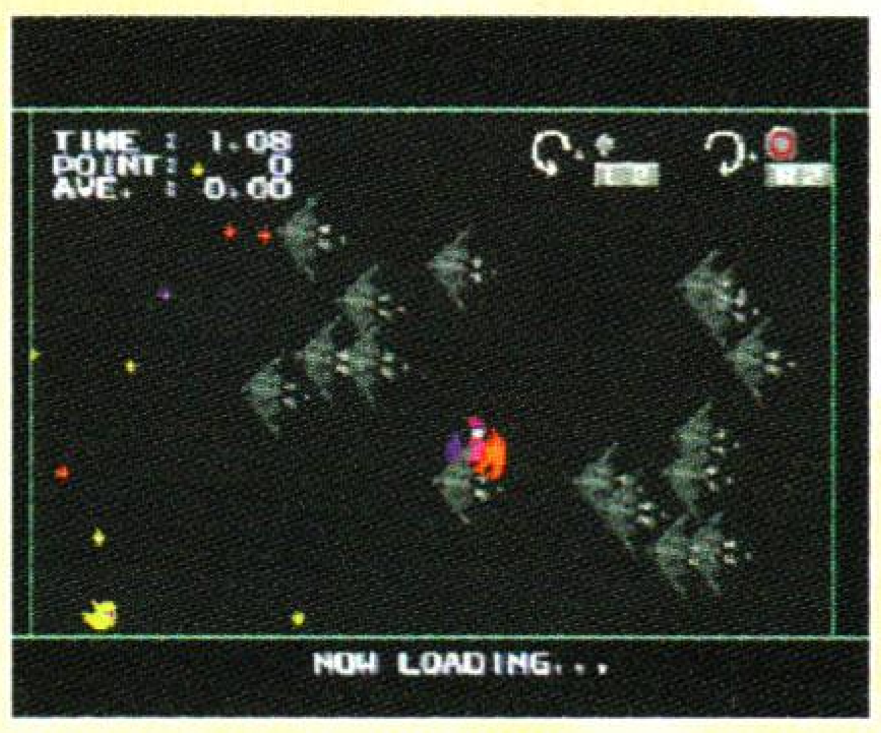
BONUS GAME

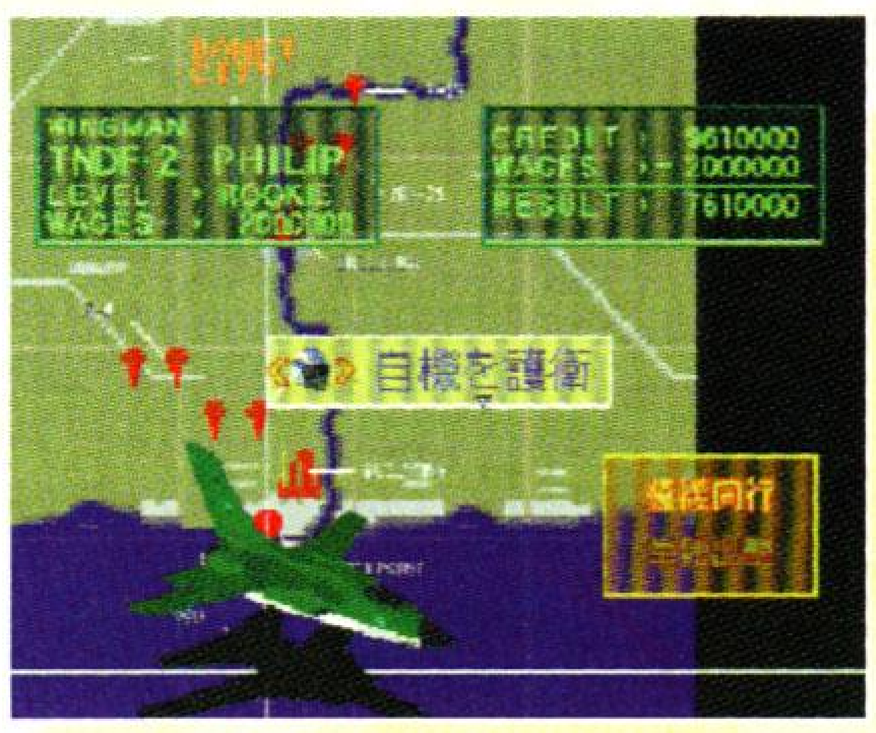
A very bizarre bonus game appears if you enter the simple code up, left, down, right. A small dinosaur appears in the bottom-left hand corner, indicating that the cheat will activate. If you complete this game, you get to employ wing men in the actual game for $0!

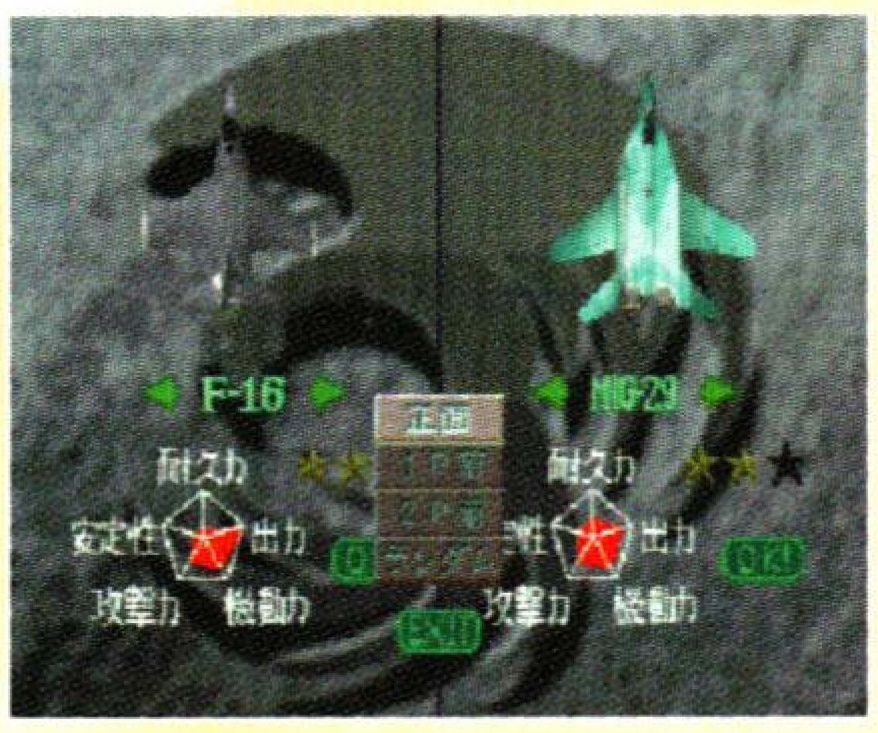




Air Combat isn't exactly packed with a variety of useful hints, with Namco having opted to produce some cosmetic alterations to the game via the cheats. Above you can see the cheat in action during the game, but you get your best views when you select your 'plane (left).







DIFFERENT PAINT

Change the colourisation of your 'plane with the code up, down, left, right, up, down, left, right, R1.

WINGMAN PAINT

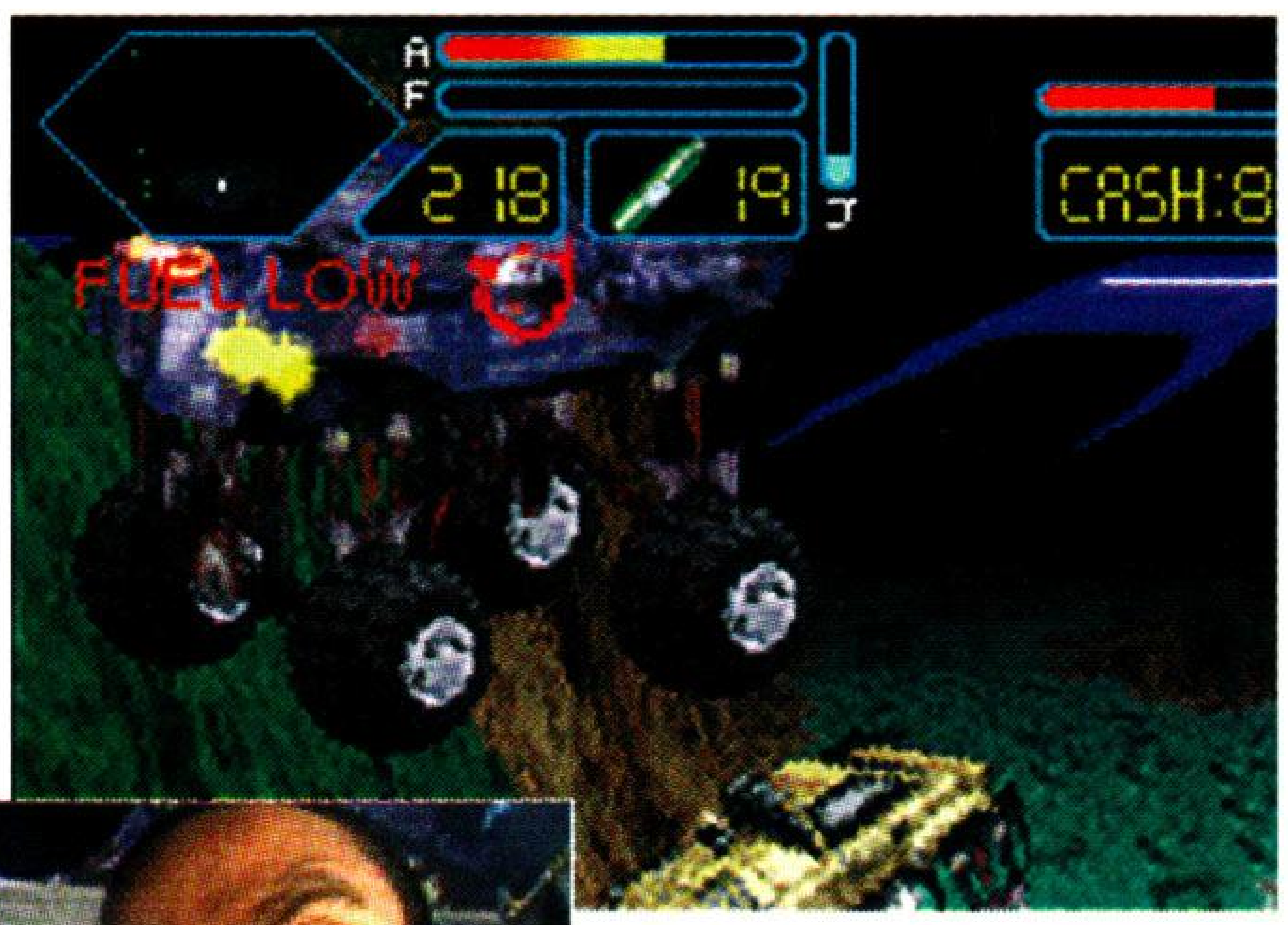
Different colour wing men are activated by pressing start ten times followed by R1.

2P VERSUS PAINT

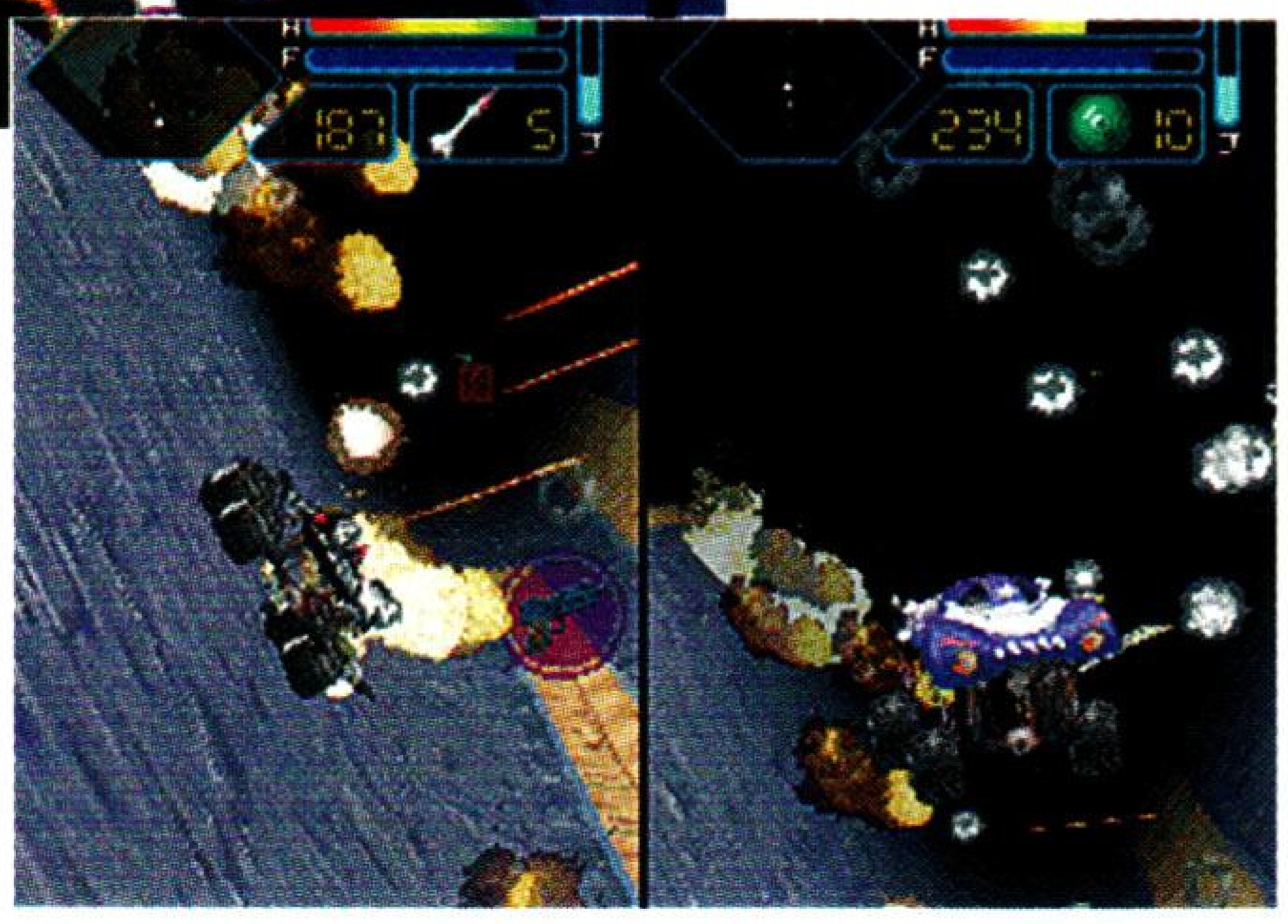
The same effect again can be achieved on the two-player versus game. Press left, right, left, right, down, up, down, up, circle, circle, triangle, triangle, triangle.

4x4 + anarchy = canyon shredding kill fest.

It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.

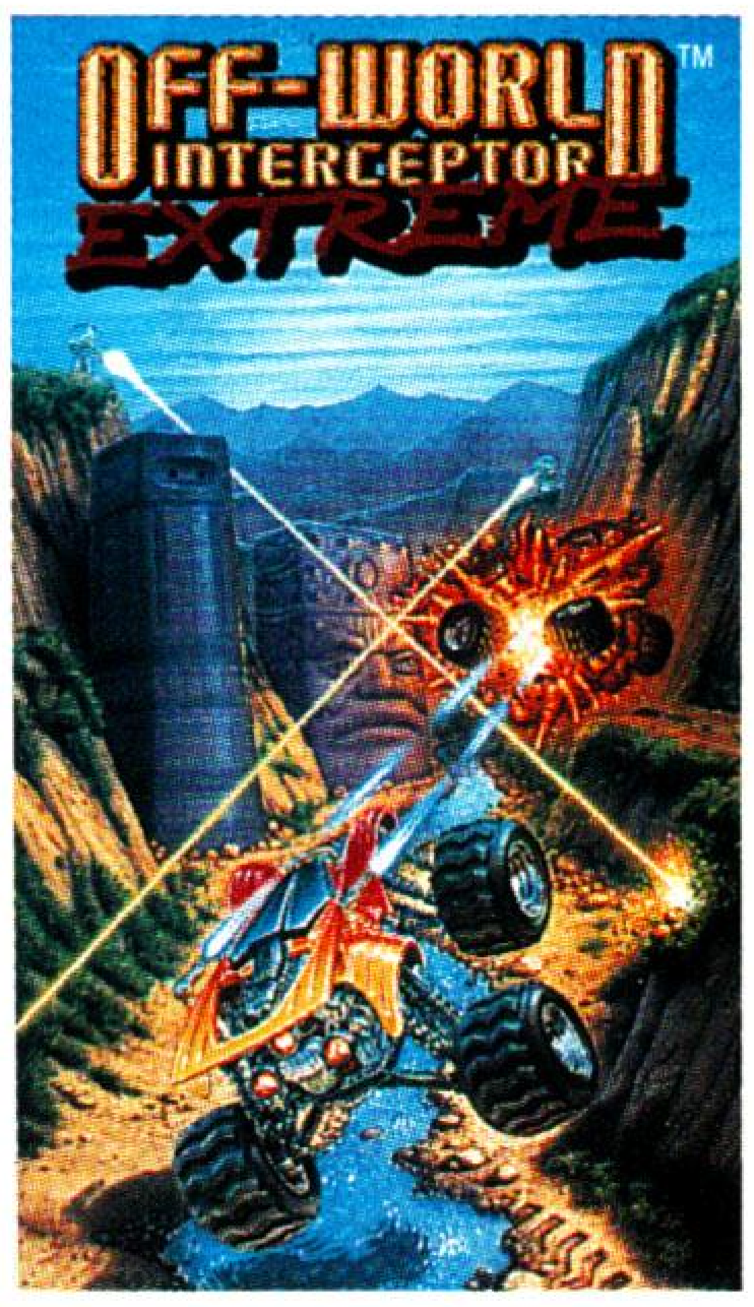


Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video.



With our unique, head-to-head 2 player game, grind a pal's ego into the asphalt. It's cruel. But there ain't no 2nd place.

Get a load of **Off-world Interceptor™ Extreme** the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense, **32-bit** texture-mapped terrain, switching on the fly between **cockpit** and chase view. Careful, though. Grabbing **massive air** could crush a kidney. Or two.



PlayStation™ ™

Available on the Sega Saturn™ and PlayStation™ game console.

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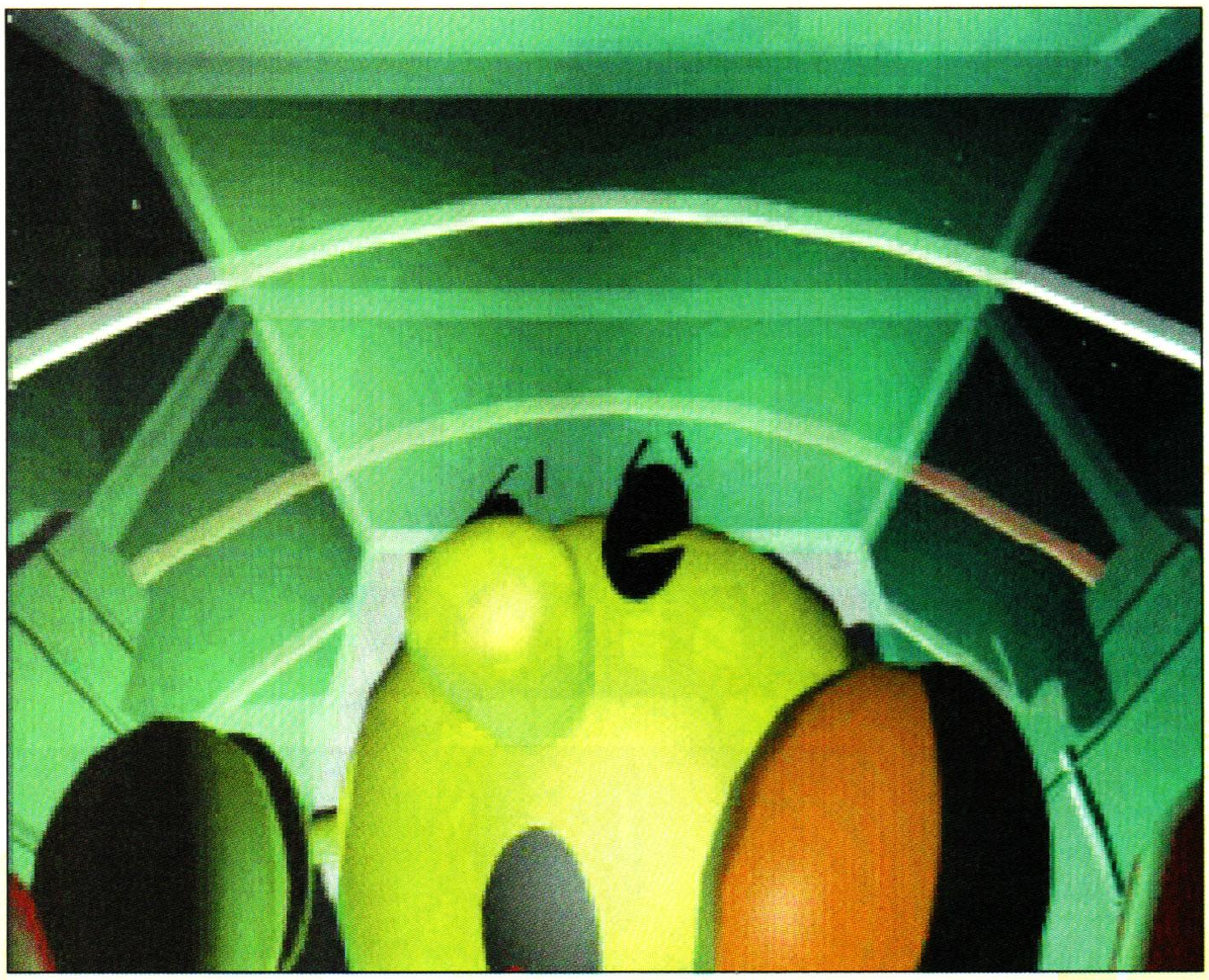
PS NOSTALGIA ISN'T WHAT IT USED TO BE
NAMCO MUSEUM PIECES VOL 1 AND 2
NAMCO VOLUME 1 AVAILABLE MID-1996

Relive NAMCO's arcade legacy!

Six classic coin-ops in each museum!

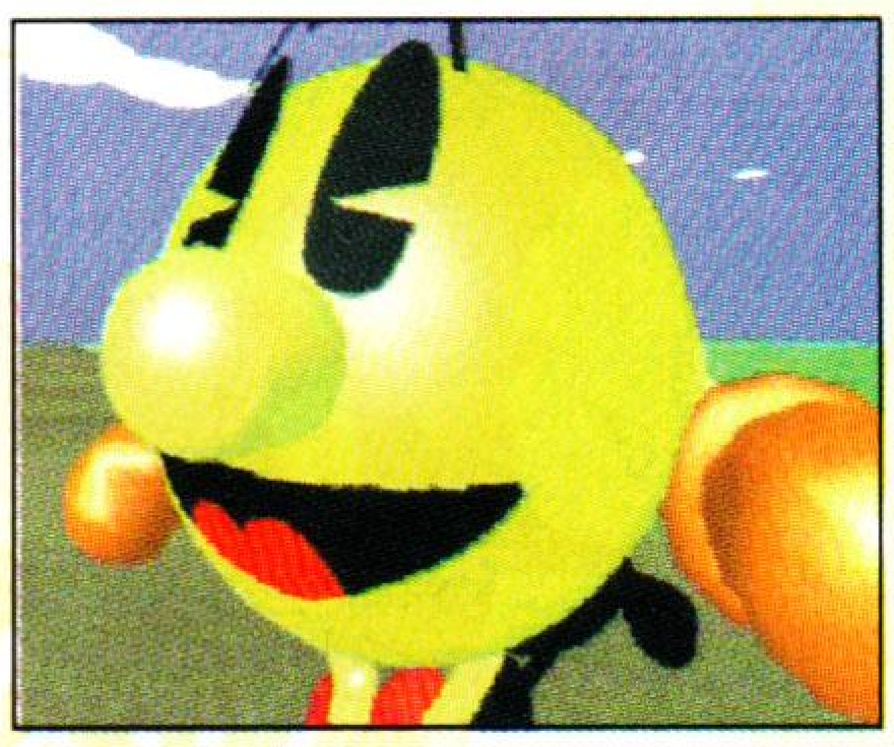
As this month's issue proves beyond a doubt, Namco are a gaming force to be reckoned with. In the past few years they have asserted their position as one of the world's premier software developers, both in the arcade and at home, with exceptional titles like Tekken and Ridge Racer keeping them constantly in the industry spotlight. Yet in times like these, it is important to remember that a company renowned for pushing the envelope of affordable contemporary technology has its roots firmly planted in the history of the videogaming industry.

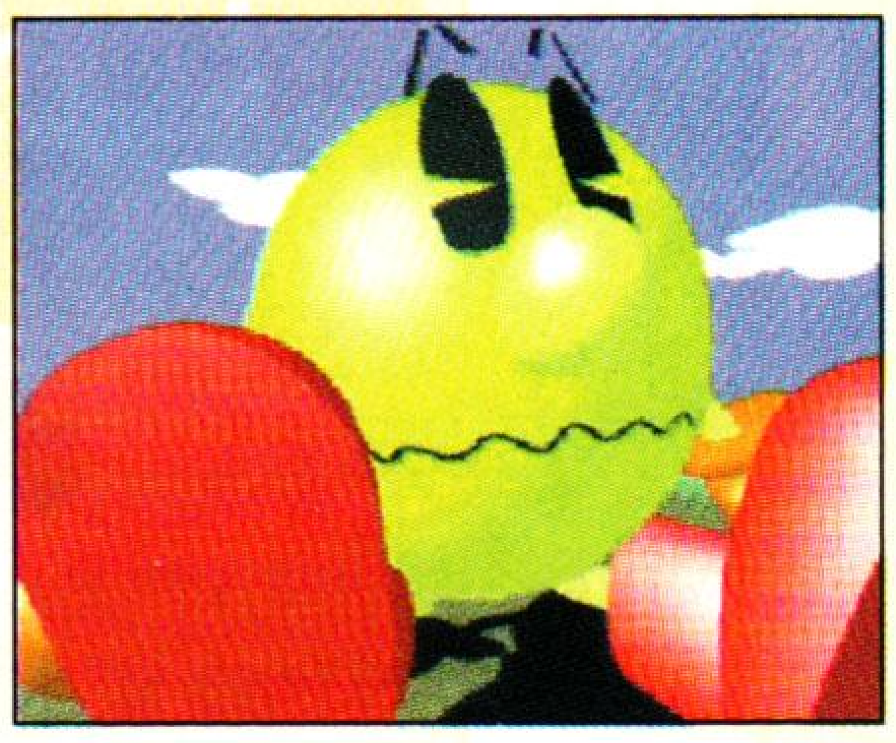
Namco released their first ever arcade game back in 1978, and since then they have established themselves as pioneers in the field of innovative game design. Few companies can claim to have as impressive a back catalogue of landmark coin-ops as Namco, and now, due to popular demand, they're giving PlayStation owners the chance to own some of the most influential and respected games of all time.



A COIN-OP CONVERSION OF A COIN-OP CONVERSION?

The idea of a compilation of classic Namco coin-ops is not new, and as some of you may already know, Namco released a compilation arcade machine a while ago using their System 11 internal architecture. Indeed, as you'll read in our AOU report this month (see page 116), the latest arcade collection features nineties renditions of such seminal games as Dig Dug. The Namco Museum however, has gone for authenticity rather than novelty, and as a result the games found on the PlayStation disks are exact (and we do mean exact) replicas of their coin-op counterparts. While some may debate this decision - the time is ripe for 32-bit updates - **MAXIMUM** applauds Namco for delivering us their arcade heritage. Everyone seems to remember at least one coin-op from these collections fondly, and here they find that game intact - identical in every regard.

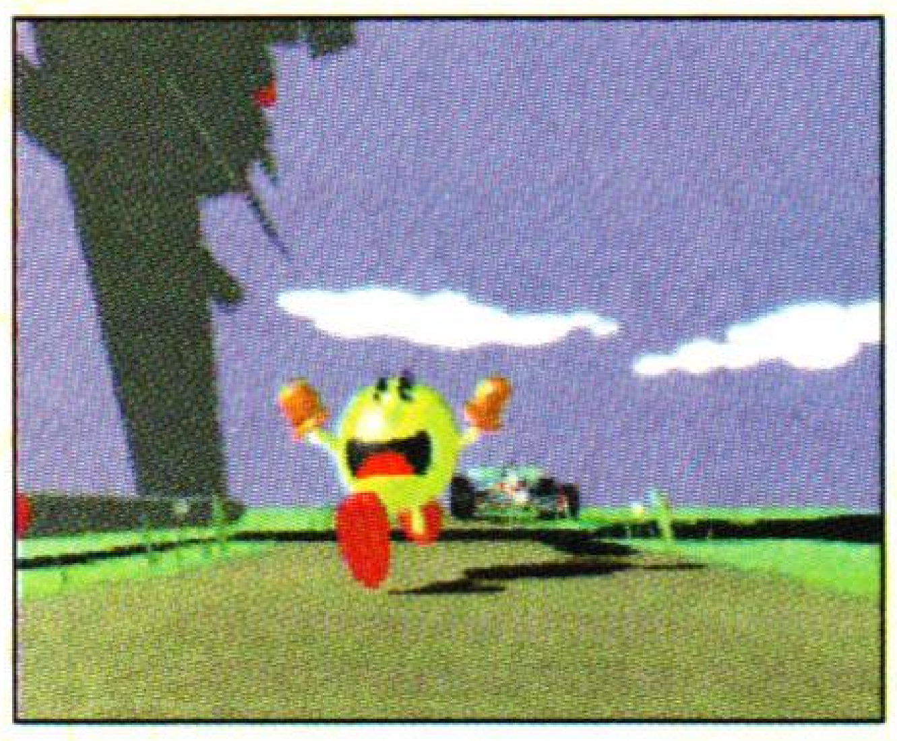


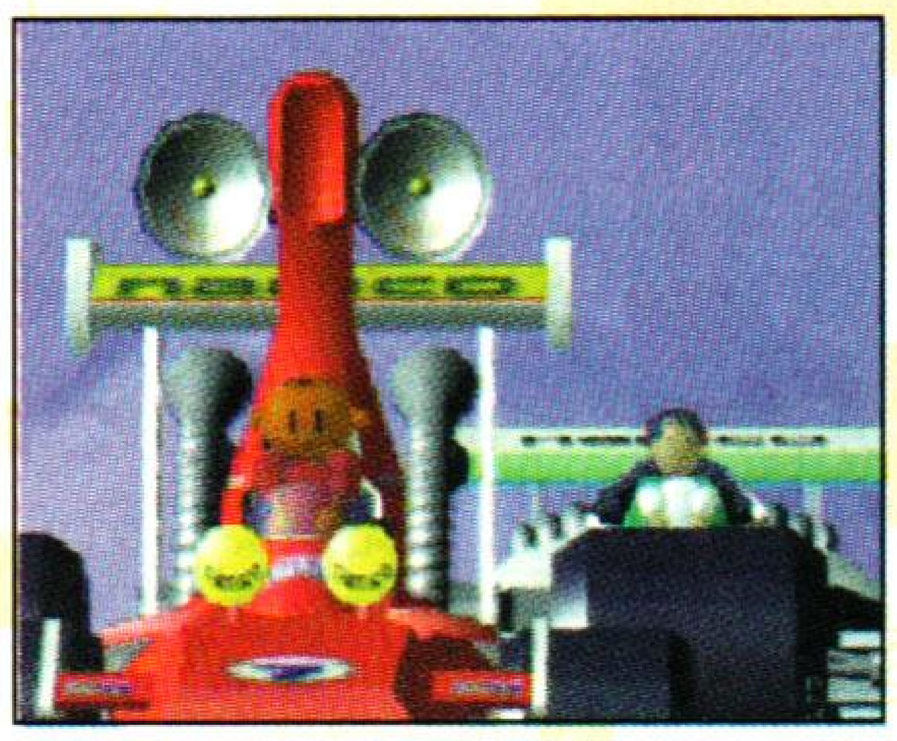


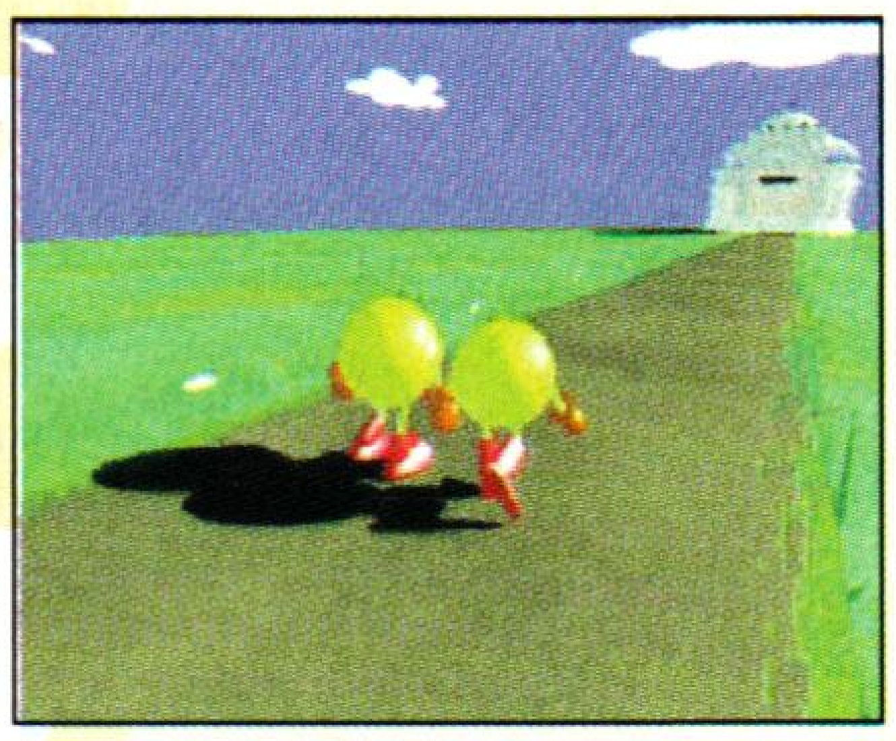
Both Namco Museum disks feature extensive pre-rendered intro sequences. On the first disc Pac-Man is chased along a road towards the Museum by the cast of the coin-ops (left), while on disc two Pac-Man pilots a Xevious ship into space to meet Mappy (below).

GIVE ME AN N!

The Namco museum collection provides exhaustive information on Namco's coin-op classics from within a specific chronological time period. The first disk covers six games (seven if you include the Rally-X update, New Rally-X) from 1980 to 1986, while the second disk encompasses six more games from 1979 to 1984. On the front cover of each Namco Museum disk is a single letter, N for volume one, A for volume two, which ultimately spells out the word NAMCO when combined with the three forthcoming volumes. Are you a big enough Namco fan to collect them all?





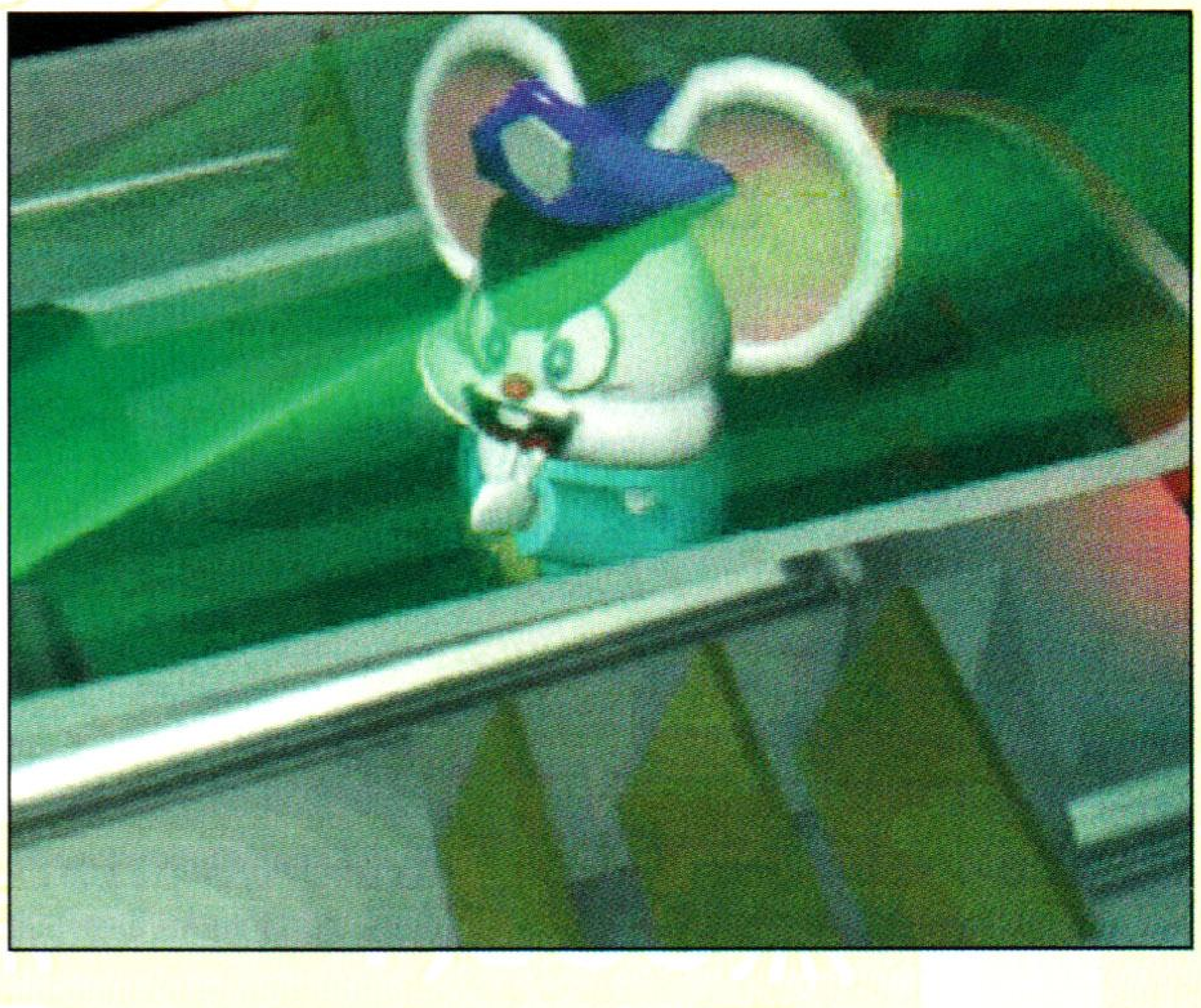


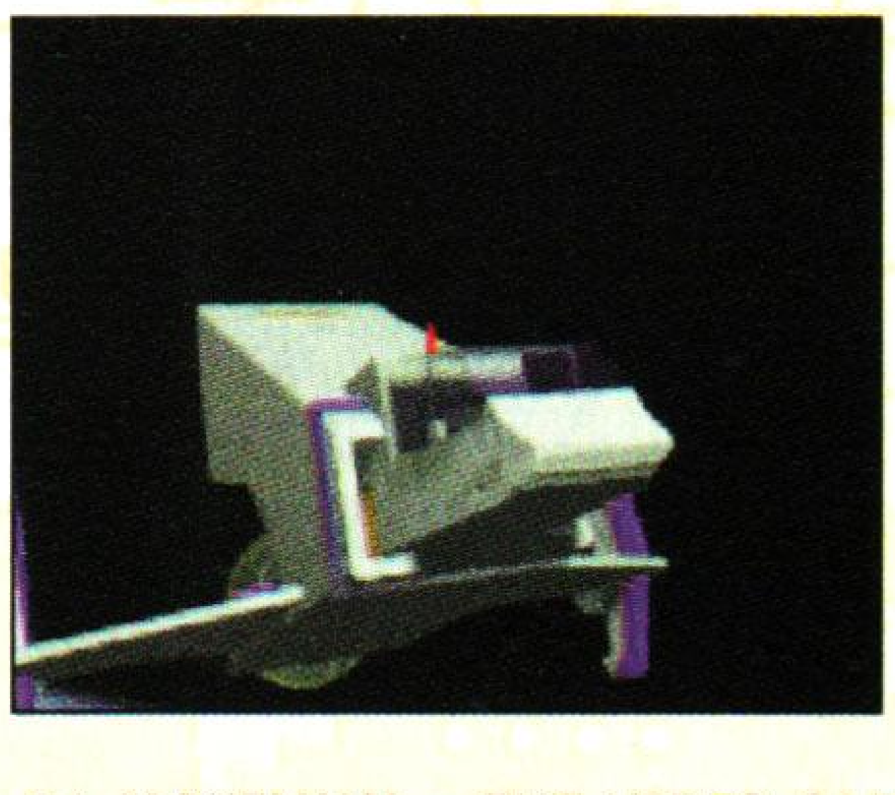
NOT JUST A GAME COLLECTION

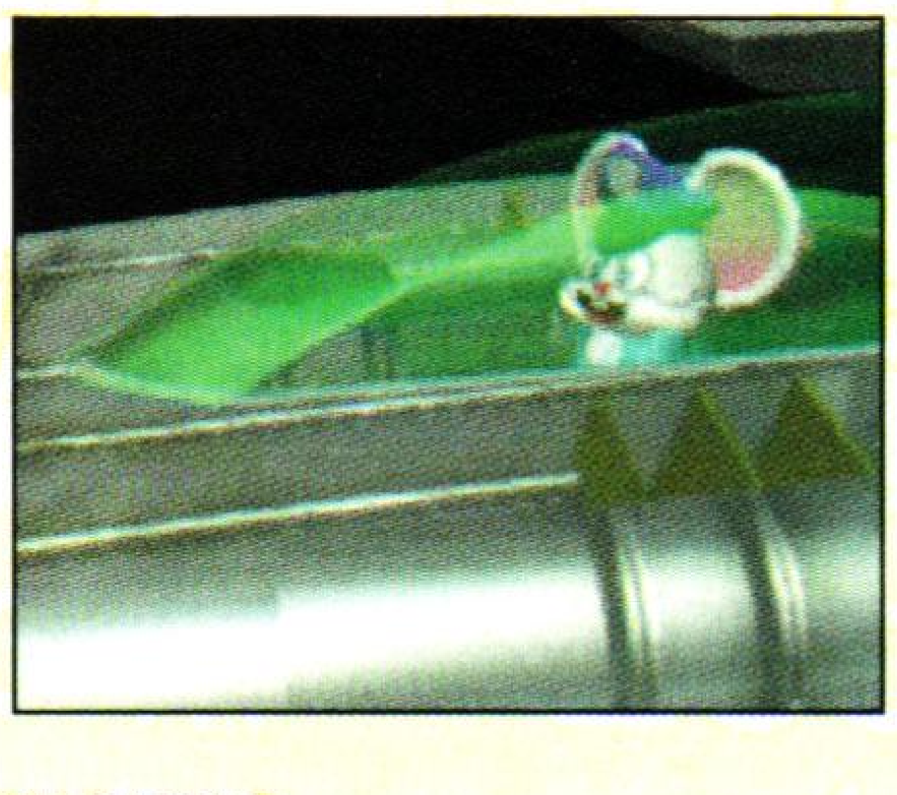
Namco are keen to emphasis that these volumes are not just a compilation of historical coin-ops, but an entirely new interactive museum experience. Although you can just skip straight to the games should you so wish, each disk has been designed with an extensive and atmospheric 'museum' front end which provides a wealth of features and information about both the games and the company behind them.

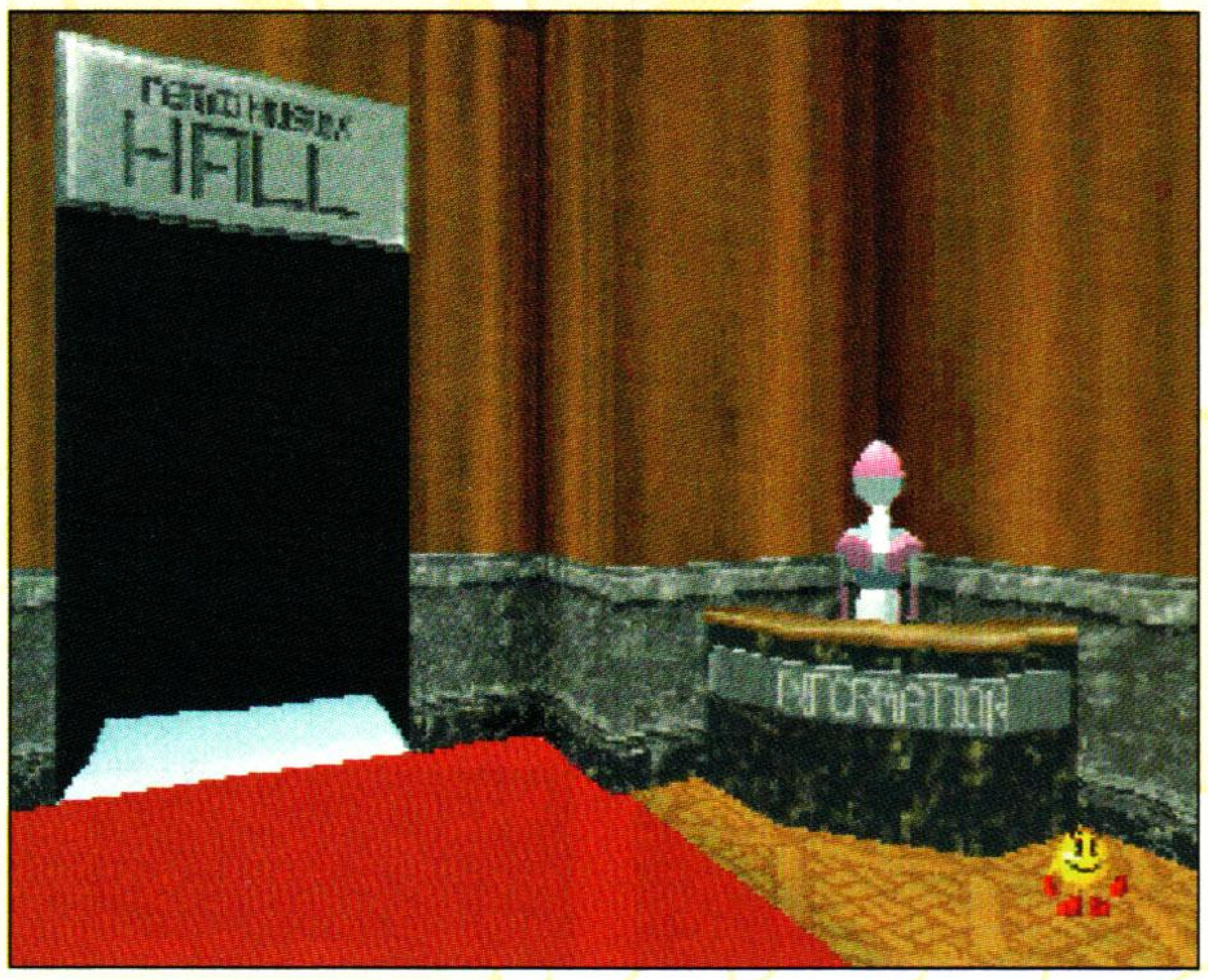
ER, DOOM ANYONE?

Each museum has been rendered in fully texture-mapped 3D, and you manoeuvre around the various rooms in true Doom style first person perspective exploration, with an action button for examining certain interactive articles, a look up button, and even a run button for speeding between the various game chambers. Though the museum layout is fairly basic, and the items on display mainly for novelty value, there are enough exhibits to keep any Namco fan engrossed for a few visits. So, in true **MAXIMUM** Extended Play fashion, join us as we take on you a virtual tour of Namco Museum volume 1.



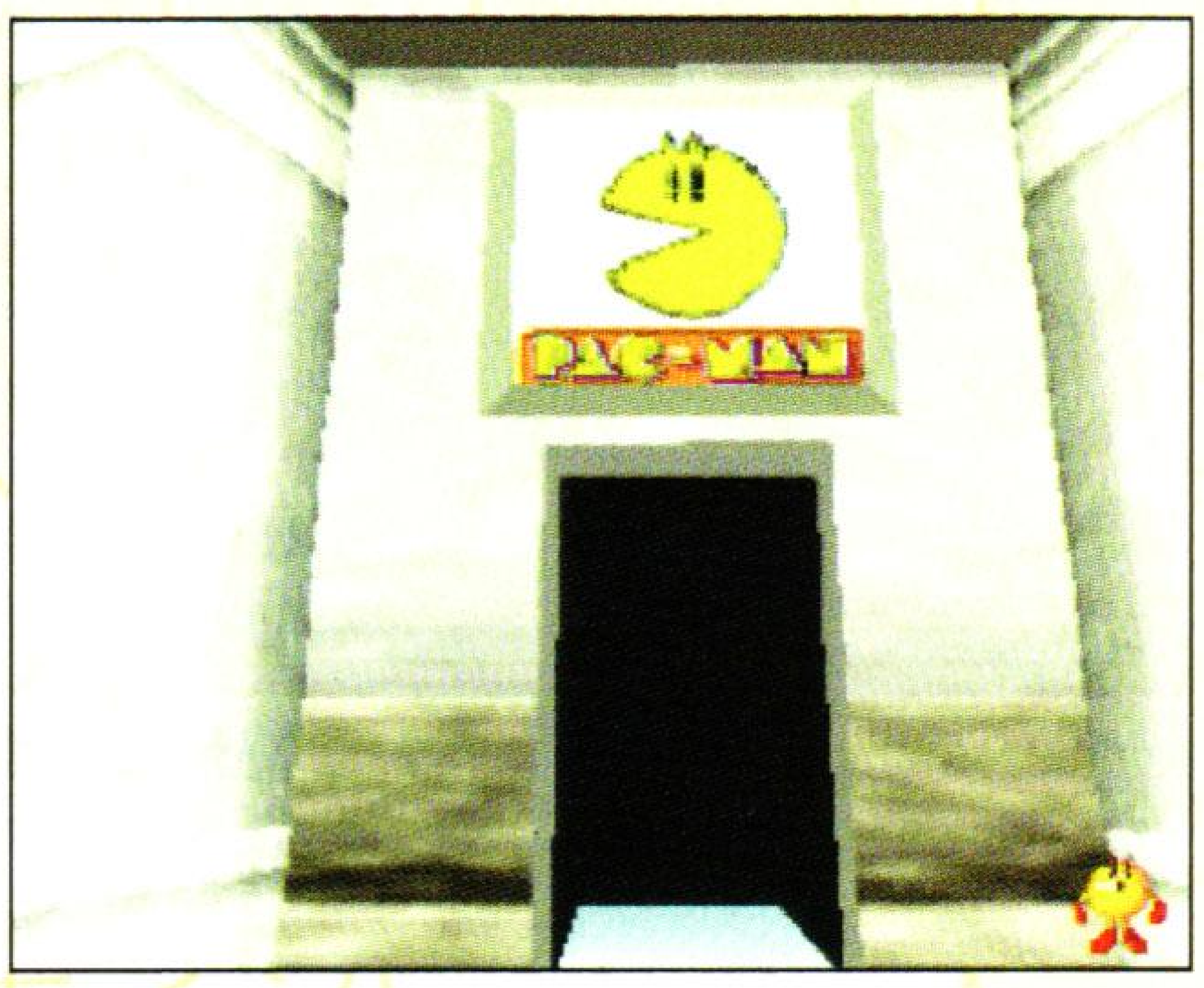


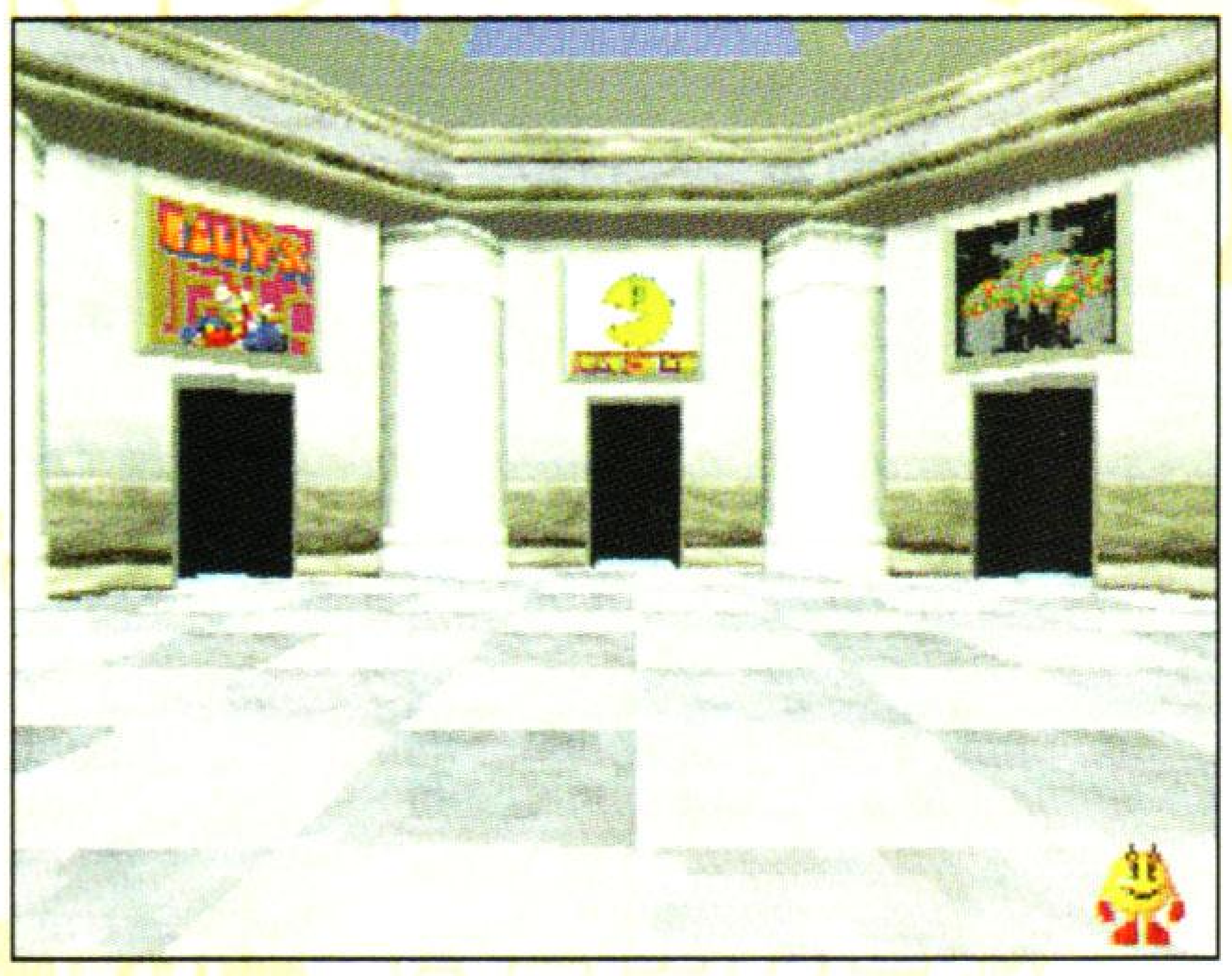




IN THE FOYER, NOW!

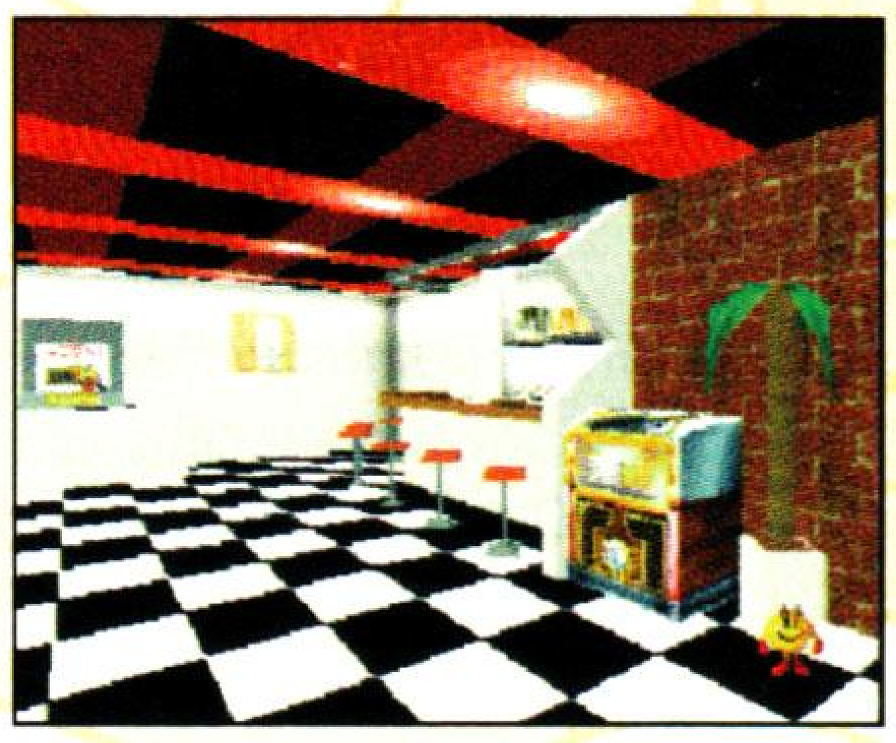
After a long and tiresome trek through the polygon rendered hills and dales of Pac Land you reach a prominent white building positioned in the middle of a large grass plain. As your walk up the path towards the entrance you notice a decorated banner draped from a balcony on the second floor welcoming you to the first official Namco Museum. Stepping through the front double doors you are greeted with a pleasant but sparsely decorated foyer, complete with two tastefully positioned French windows and an automated receptionist behind the front information desk. Here you can peruse the visitors' signing-in book, before entering your name and moving on into the main hall.

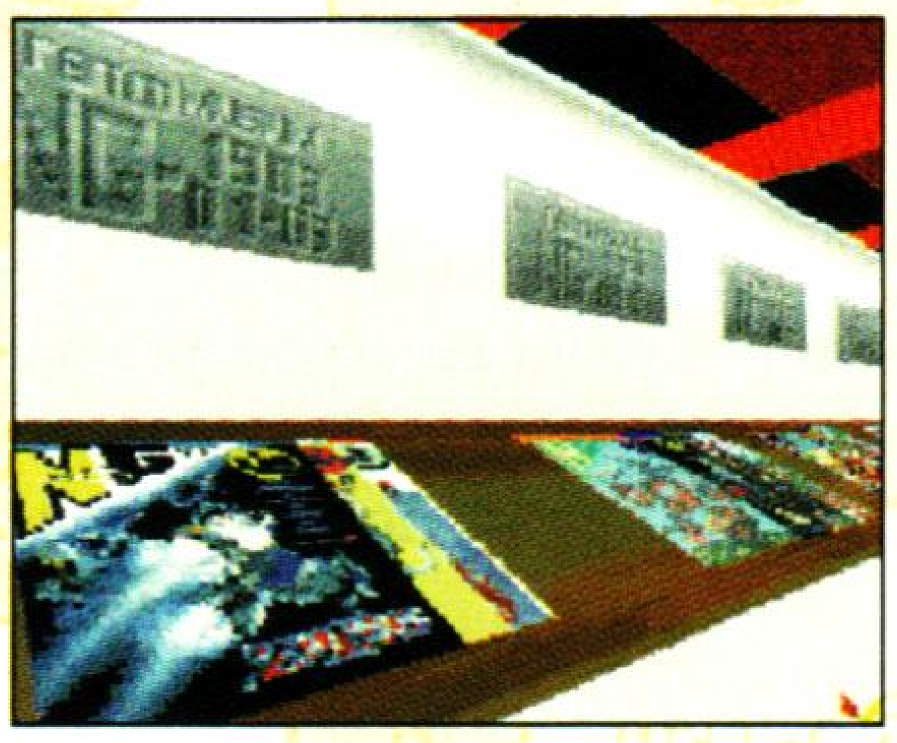


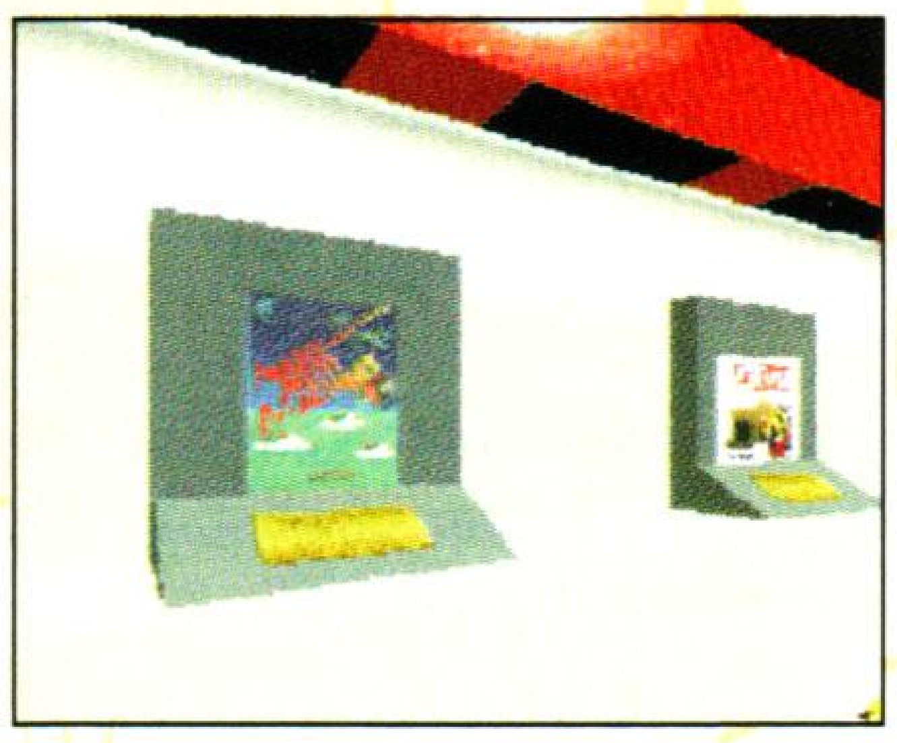


GALLERY OF GAMES!

Inside the the main hall players are confronted with eight doors, each adorned with twin marble pillars and leading to a specific area of the museum. Six of these doors allow access to the actual games themselves (PacMan, Galaga, Pole Position, ToyPop, Rally X and Bosconian for disk1; Grobda, Gaplus, Dragon Busters, Xevious, Mappy and Cutie Q on disk2) while the other two lead to the lounge and foyer (marked by an EXIT sign) respectively. A quick glance up reveals an octagon shaped skylight illuminating the chequered floor, but other than that the hall is empty.







The main hall of each museum links to every other area (above). Meanwhile, in the lounge players can peruse the collection of NG magazine (middle left), or view the various wall displays (left).

LOUNGE AROUND

Inside the lounge the visitor can view a veritable horde of Namco-related paraphanalia. When you move close to some of the objects in this room, the Pac-Man icon in the bottom right hand corner of the screen reacts and starts opening and closing his mouth. This is an indicator that the item is interactive, and a quick press of the button takes you 'into' a new screen for a closer examination of that object.

Firstly there is the Namco Official History console, a brief scrolling chronological history of all Namco's videogame releases from 1978 up to 1995, with PacMan producing an amusing corresponding thought bubble as the games from this particular museum scroll by.

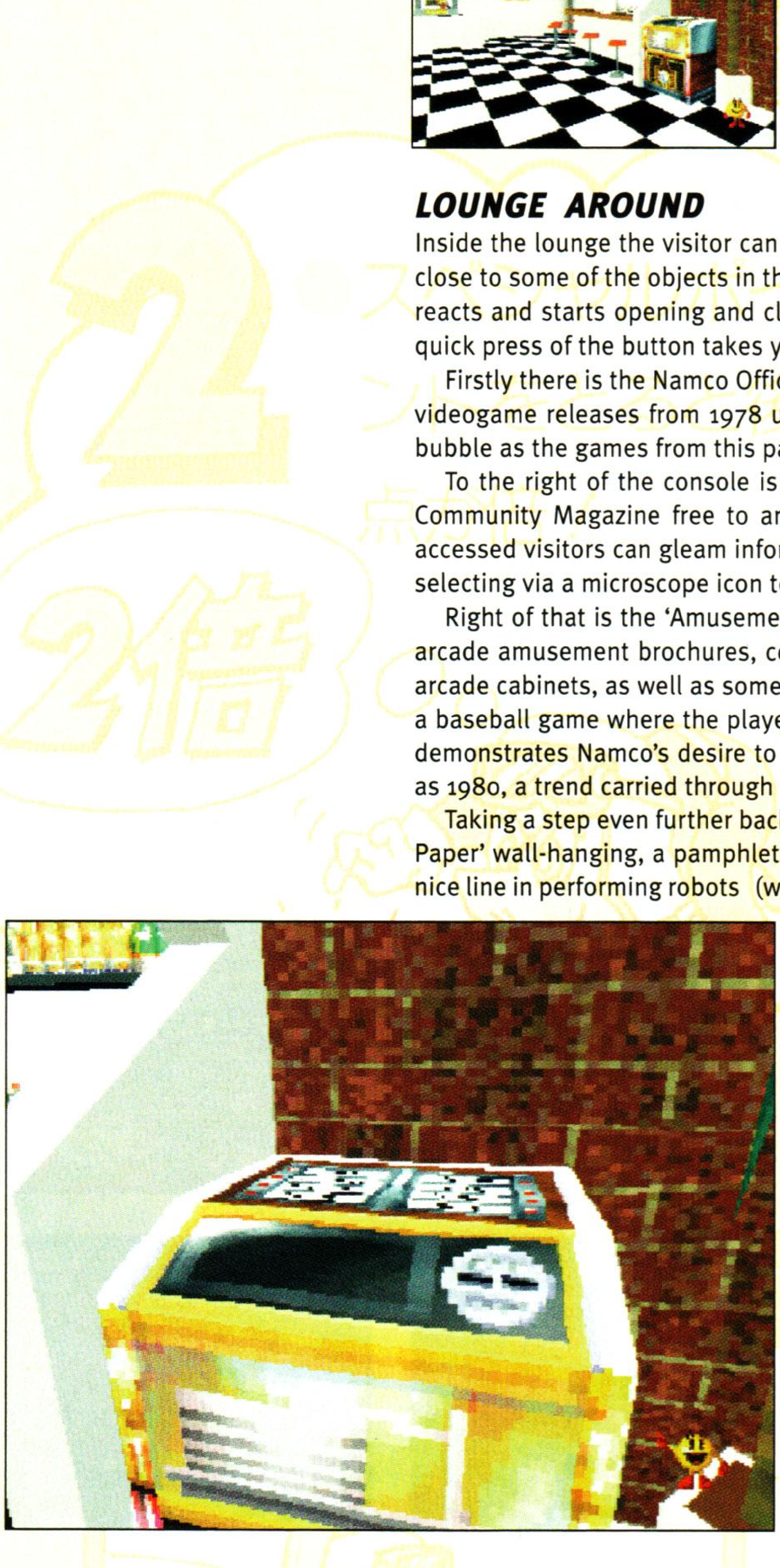
To the right of the console is a long wooden desk holding a collection of NG magazine, the Namco Community Magazine free to arcade goers in Japan since 1983. When these stacks of magazine are accessed visitors can gleam information about the publication as well as view every single issue's cover, selecting via a microscope icon to zoom in or out on any particular feature of the artwork.

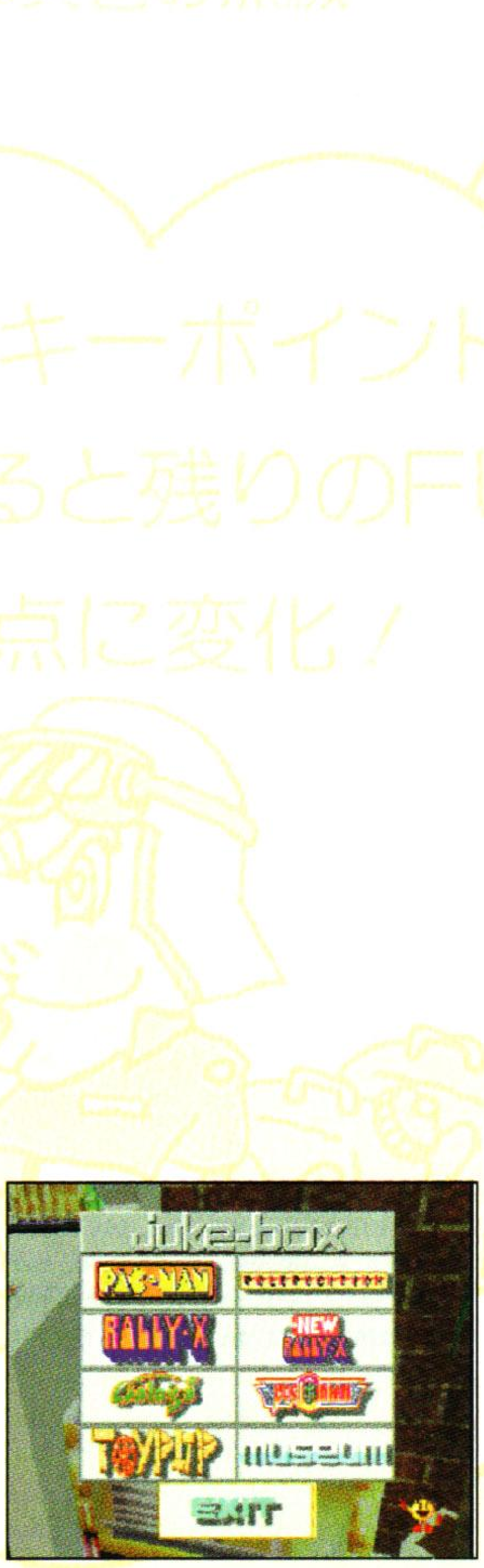
Right of that is the 'Amusement Machines' wall hanging, a virtual replica of one of Namco's first ever arcade amusement brochures, containing information about their most popular stand-up and table-top arcade cabinets, as well as some of their more interesting dedicated cabinets (including Batting Chance, a baseball game where the player is actually required to pitch a real baseball at the CPU). The brochure demonstrates Namco's desire to produce innovative software based around dedicated cabinets as early as 1980, a trend carried through to today with coin-ops like Alpine Racer and Galaxians 3.

Taking a step even further back in time, next to the 'Amusement Machine' brochure is a 'Namco Official Paper' wall-hanging, a pamphlet that advertised Namco's products from 1955 to 1964. These included a nice line in performing robots (weight lifting, riding unicycles!) and a surprisingly convincing robotic face. You don't believe us? See for yourselves! Also on the same wall as these two brochures, pinned to a chipwood board, is a Staff list of the people responsible for creating Namco museum.

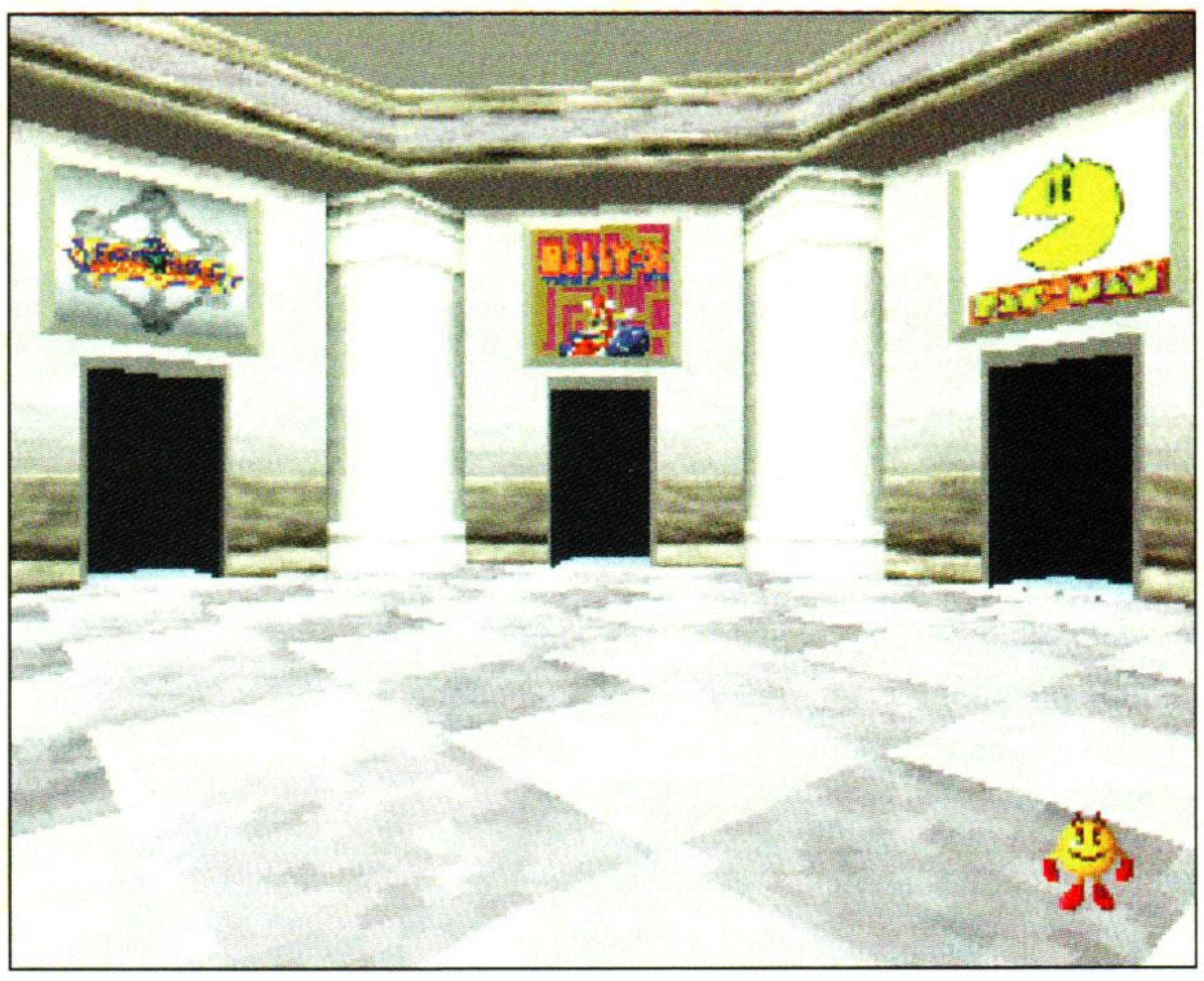
The final wall is taken up with a stylish bar, complete with drinks cabinet, multiple bar stools, a palm tree and a juke box! Well, what kind of a museum lounge would it be without a bar? This bar however, is not for quantative consumption of the amber nectar (there's no virtual gents anyway) but instead is where visitors are invited to save their collective museum scores to memory card for future posing.

The juke box on the other hand is exactly what you'd expect: an in-game juke box. This interactive wurlitzer contains ALL of the music from all the coin-ops included on the CD, as well as all of the museum ambient background tracks. For real perfectionists the juke box also contains every single sound effect from every game! Although the tunes on offer here may not be quite up to the silky aural experience that is Tekken 2 or Ridge Racer Revolution, they still suit the various museum rooms to a 'T'.





The Pac-Man icon in the bottom right hand corner of the screen responds when you move next to an interactive item (above). He also falls asleep if you leave the game alone for long enough.



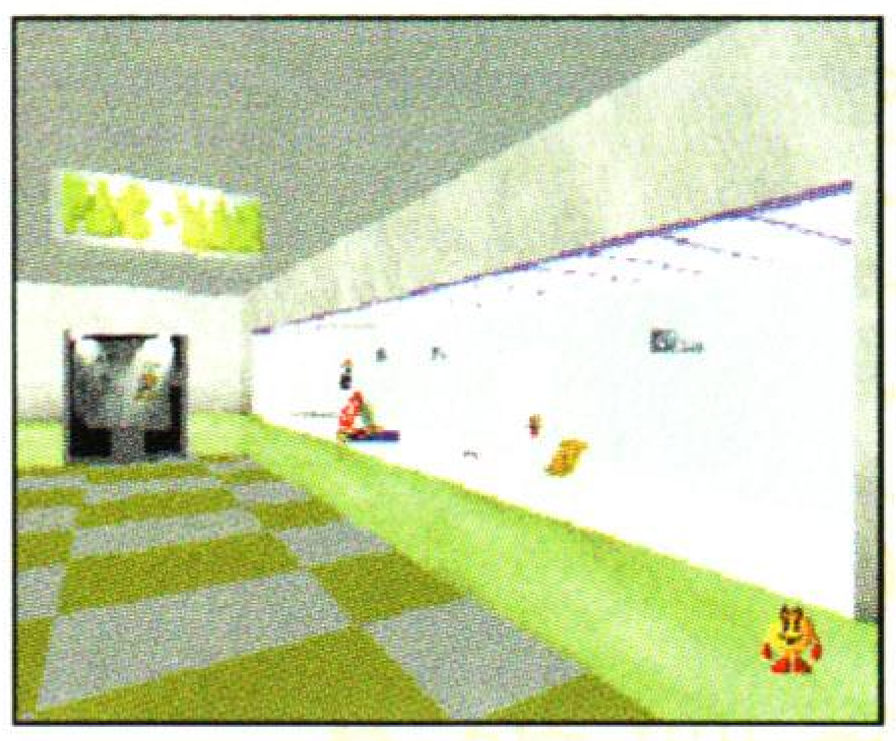
THE GAME CORRIDOR

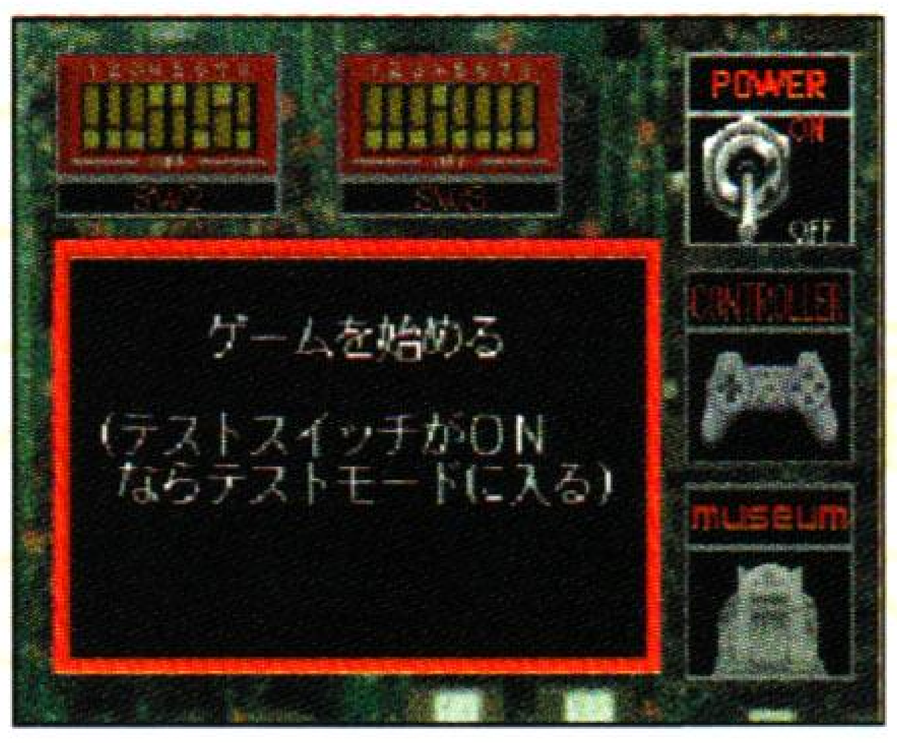
Leaving the lounge for now, we travel back into the main hall and through the Pac-Man door into the Pac-Man game corridor. Each game has its own corridor leading to the game arena, and this is the place to find product information on game related merchandise and marketing. In the Pac-Man game corridor visitors can peruse the range of Pac-Man novelty gifts available (which include food, notebooks, towels, pop up info cards and t-shirts) as well as view the original arcade board and accompanying cabinet stickers.

Each game corridor also has a slide show, which exhibits every single frame of animation for each game (!) and a helpful 'how to play' panel, just in case you've never played Pac-Man before.

THE GAME ARENA

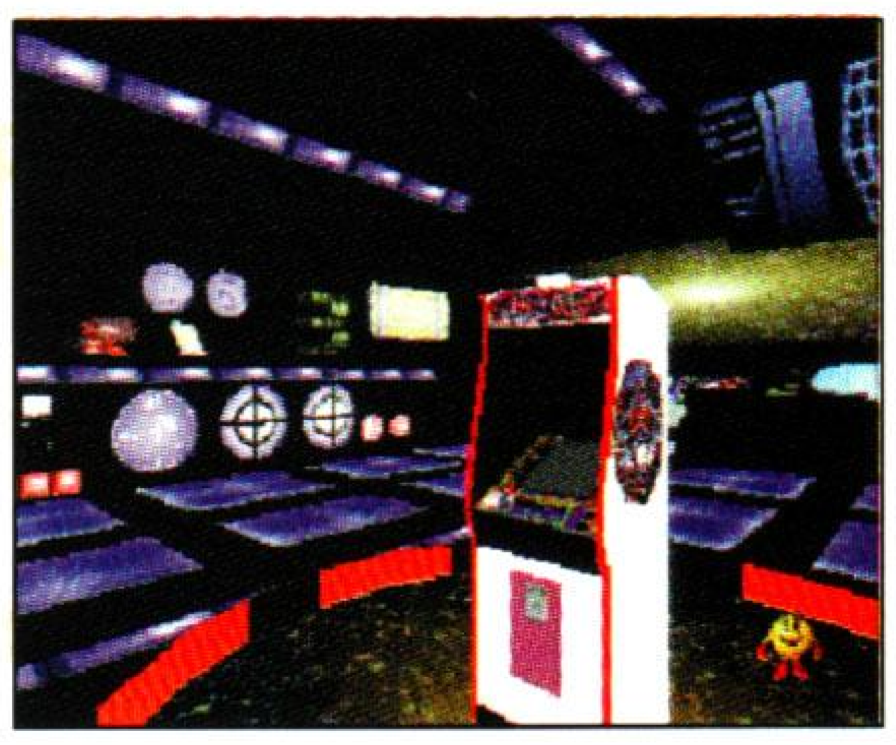
Stepping into the game arena visitors find themselves suddenly transported to Pac-Man's backyard, complete with a small round 'Pac' cottage, and wooden fencing. Each game arena is a specially themed environment housing the most important aspect of the Namco museum: the coin-ops themselves. If you look hard enough you'll find a small table top Pac-Man located underneath a tree in the corner of the garden. Access this and you're into the main options screen for the Pac-Man coin-op.





ゲームを始める

（テストスイッチがON
ならテストモードに入る）



Located in every game arena is an exact replica of each respective original coin-op cabinet (above). Players also have the option to access the original cabinet DIP switches (above left) to customise the game. How's that for authentic?

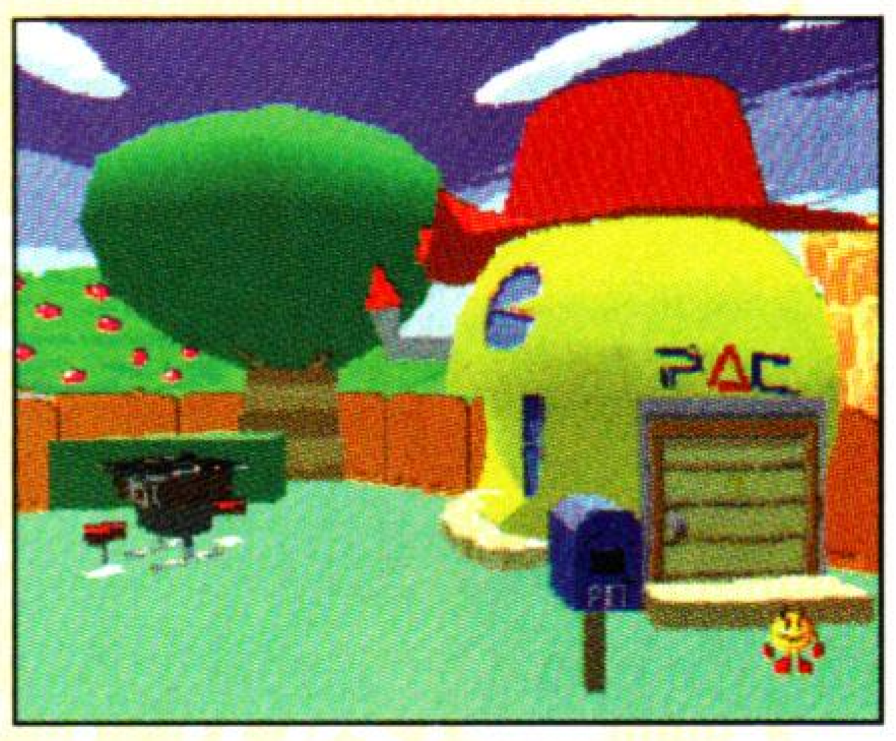
MAIN OPTIONS SCREEN

Each of the Museum's six games have a main options screen which inform of you of how the buttons are configured on the PlayStation pad, and allow you to configure the in game action via a set of simulated DIP switches that represent a number of authentic options found on the original arcade board. For Pac-Man these options include the number of lives, points needed to obtain extra lives, a pause button and the ability to stretch the screen to take advantage of tall arcade monitor cabinets. Adding to the authenticity of the experience the games even run through the various initialisation test screens when switched on that the old coin-ops used to. Now that's arcade perfect.

IT'S IN THE GAME

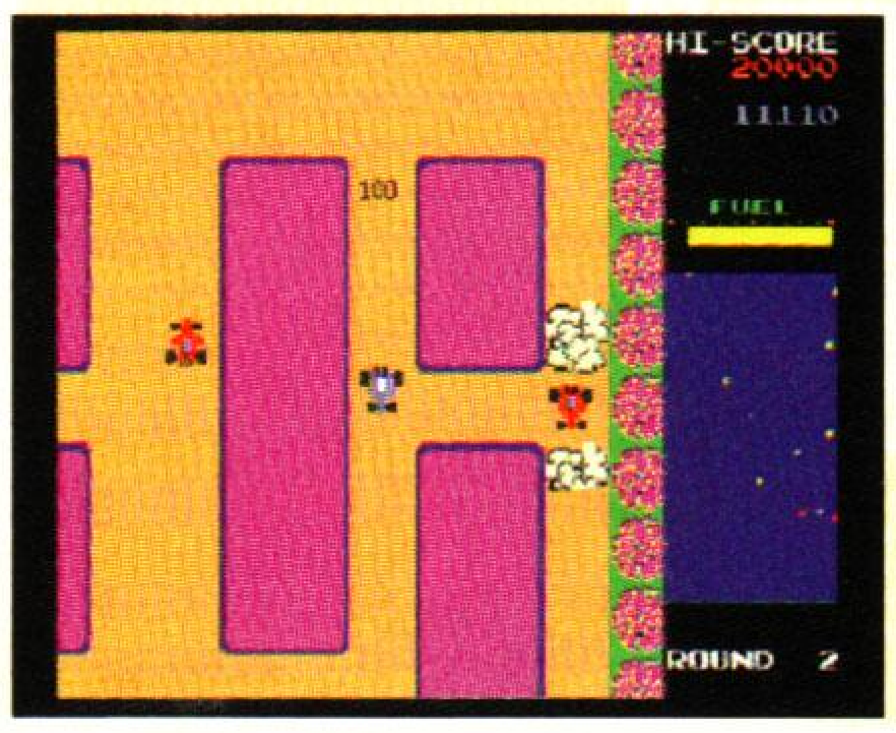
So now you know that Namco Museum is an entertaining and comprehensive source of Namco information, but what of the games? Are they as enchanting as they were all those years ago down the local chippie? Does a tear of nostalgia spring to your eye at the very mention of Xevious. Or, er, can you even remember them at all?

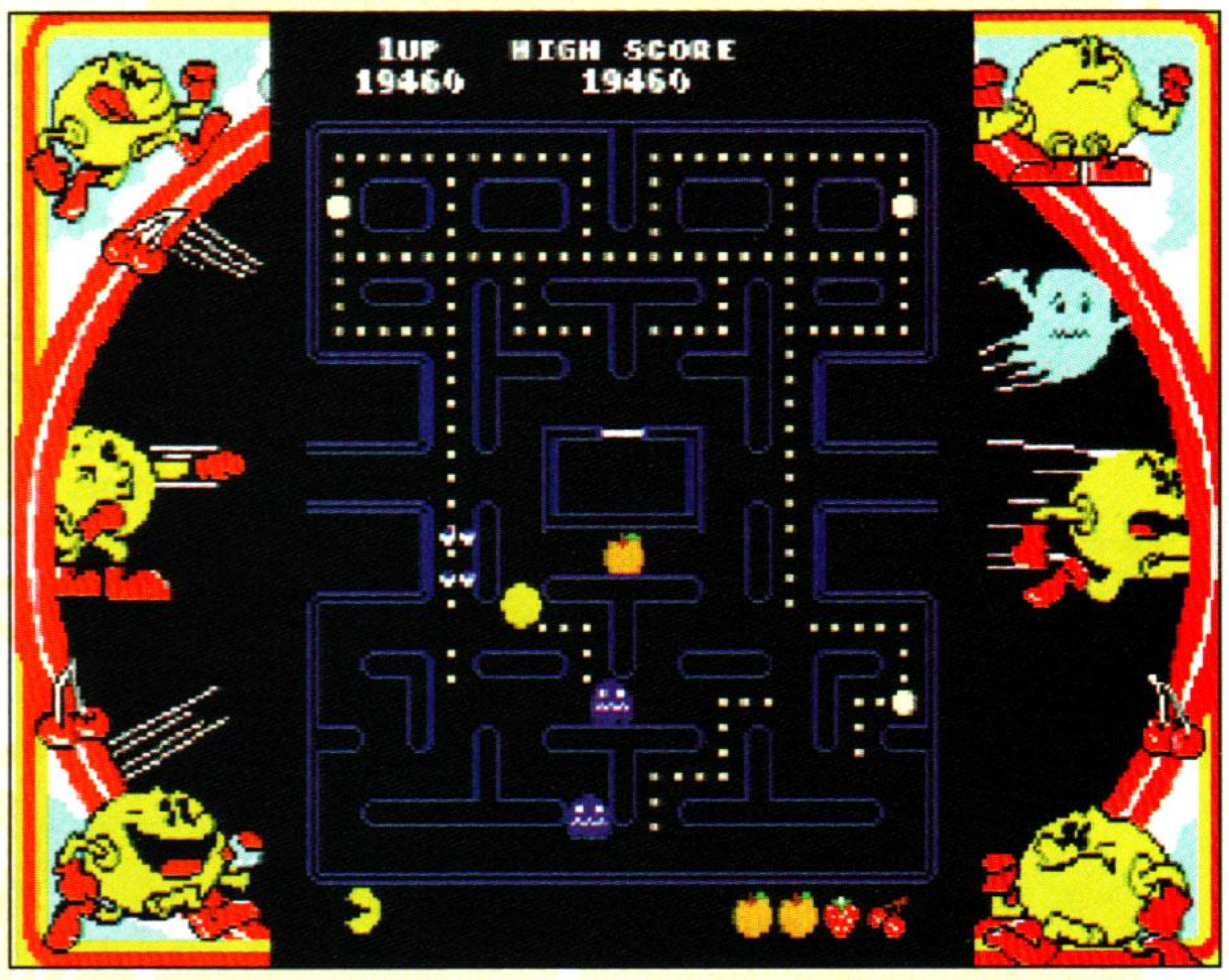
NAMCO MUSEUM VOLUME ONE



PAC-MAN (1980)

The earliest game on the first Namco Museum disk, and a good one to start with because, let's face it, everyone's played Pac-Man. The objective is simplicity itself: guide Pac around the maze eating all the dots and avoiding the four enemy ghosts. Use the tunnels to escape from one side of the screen to the other, and eat the power pills to briefly turn the tables on the dastardly quartet allowing you to chase and eat them for a change. Collect the fruit bonuses every now and then, eat all the dots to progress to the next frame and that's basically it. On the surface. Underneath, as any hardcore Pac-Man player will tell you, it's a game of surgical precision and split-second timing. For true Pac-Masters, who can keep playing the game indefinitely, learning specific patterns for certain frames is no easy task (and you thought all the levels looked the same - tsch!), while mastering the practice of free-form improvisation is something of an art form. Those gamers will be happy to know that Pac-Man is an exact port of the original code, and as such any 'skills' developed on the original machine can be put to good use with this conversion.

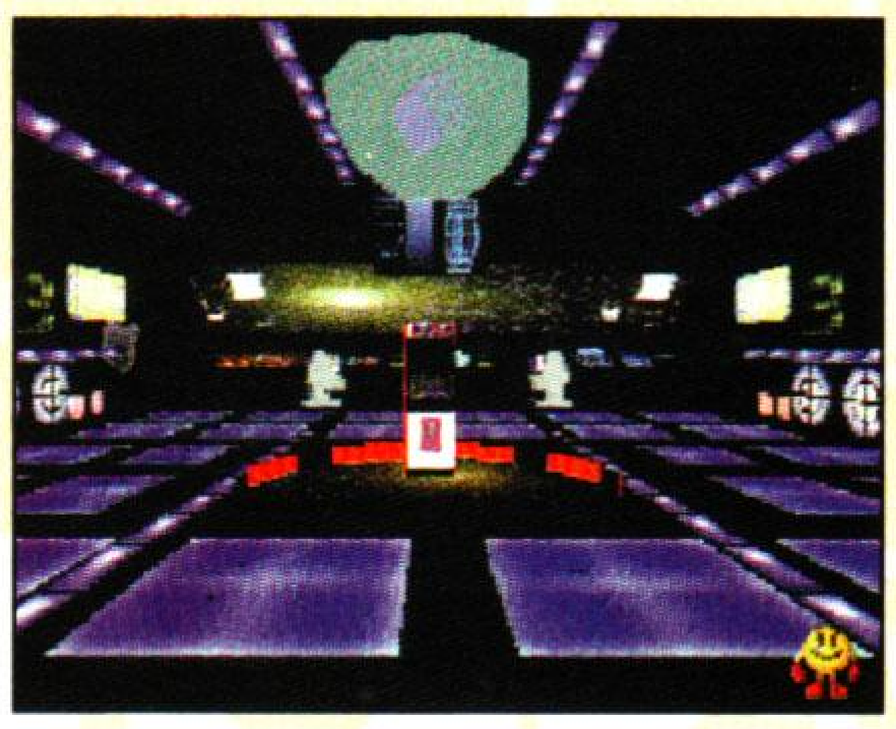




RALLY-X & NEW RALLY-X (1980)

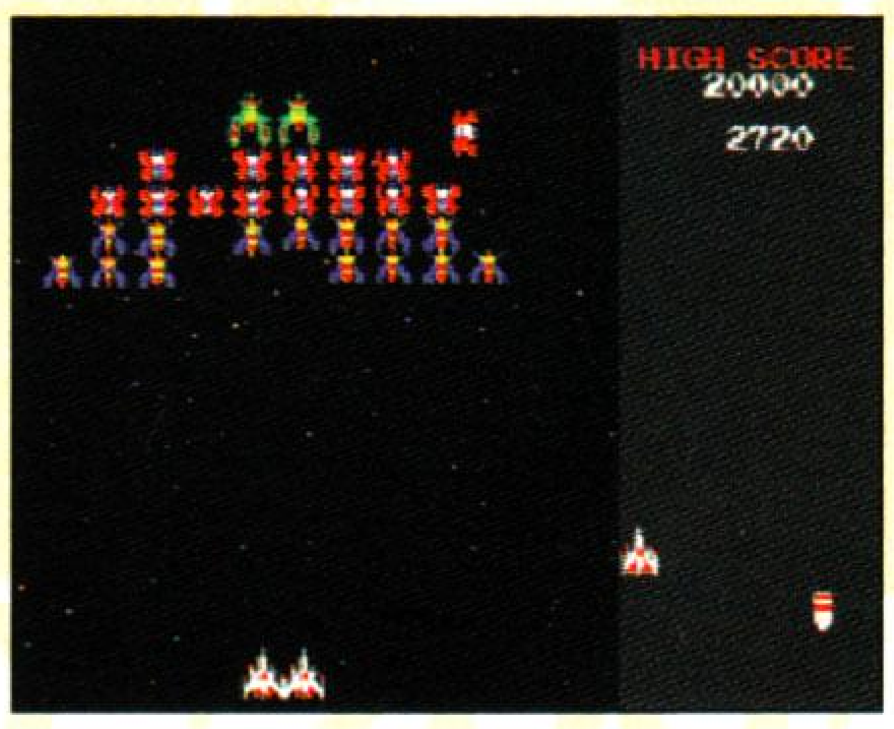
Predating even the likes of Spy Hunter, Rally-X is one of the first top down vehicle simulations ever! Drive your sporty car around a maze, avoiding both other enemy sporty cars and boulders, whilst collecting flags before your fuel runs out. Basically Rally-X was a new twist on the Pac-Man genre, with the action now taking place in a scrolling maze bigger than the size of the screen, and the player being given a radar to locate both enemy vehicles and the precious flags. Players also now had the ability to defend themselves against their pursuers by dropping clouds of smoke from their vehicles rear which would briefly stun the enemy cars if they drove into them. New Rally-X had a different colour scheme and an improved difficulty curve (the first map only had one enemy car) but offered nothing dramatically new.

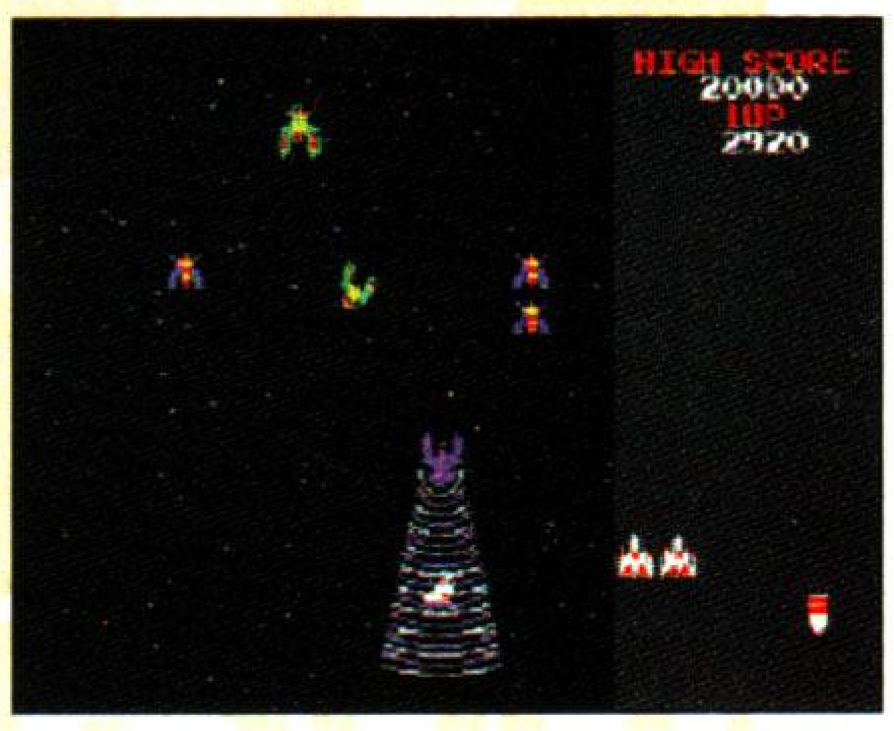
The second stage of New Rally X contained two enemy vehicles, each with improved AI (above). Meanwhile, the Galaga game arena (below) is one of the most extravagant on the first Namco Museum disk.



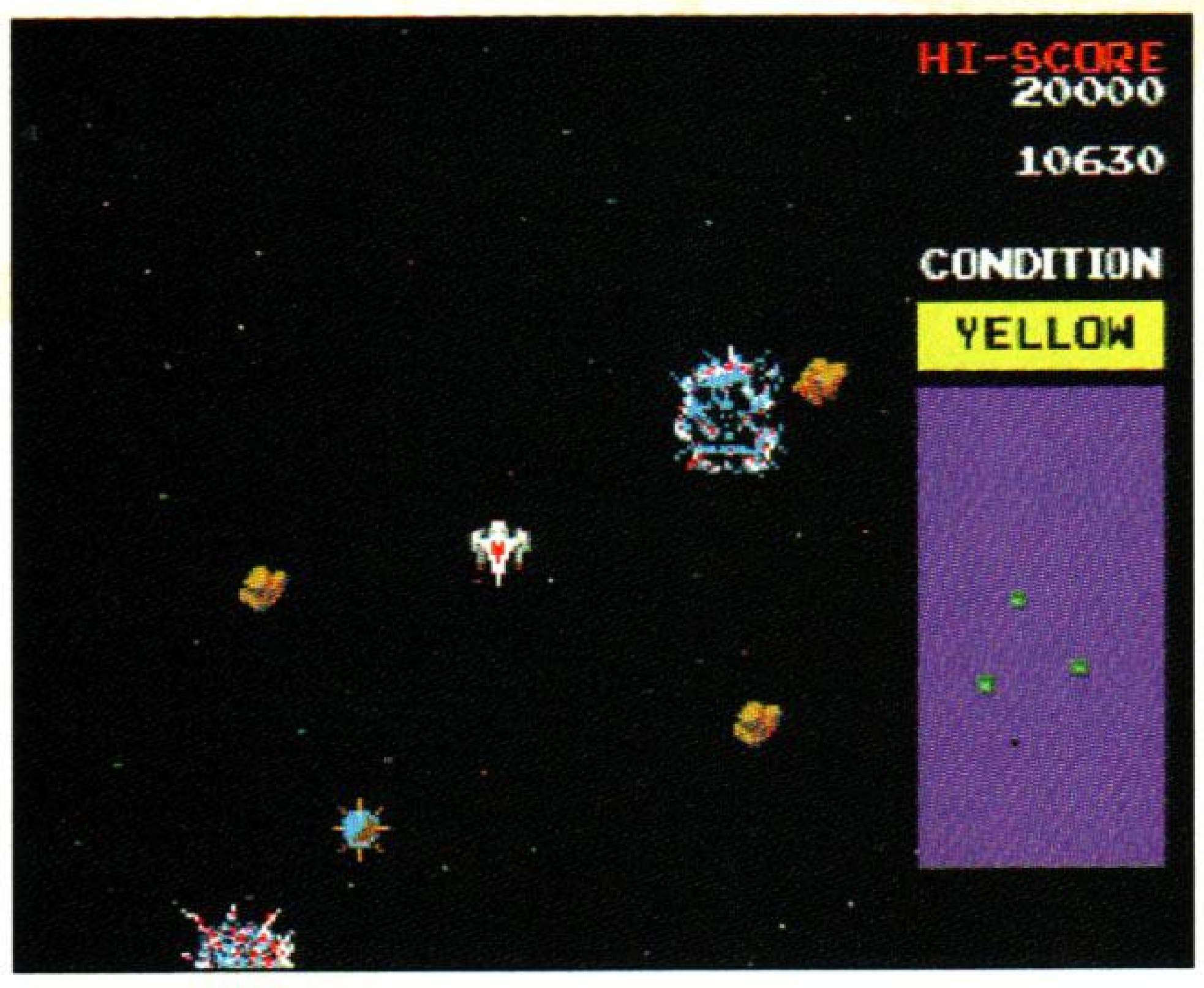
GALAGA (1981)

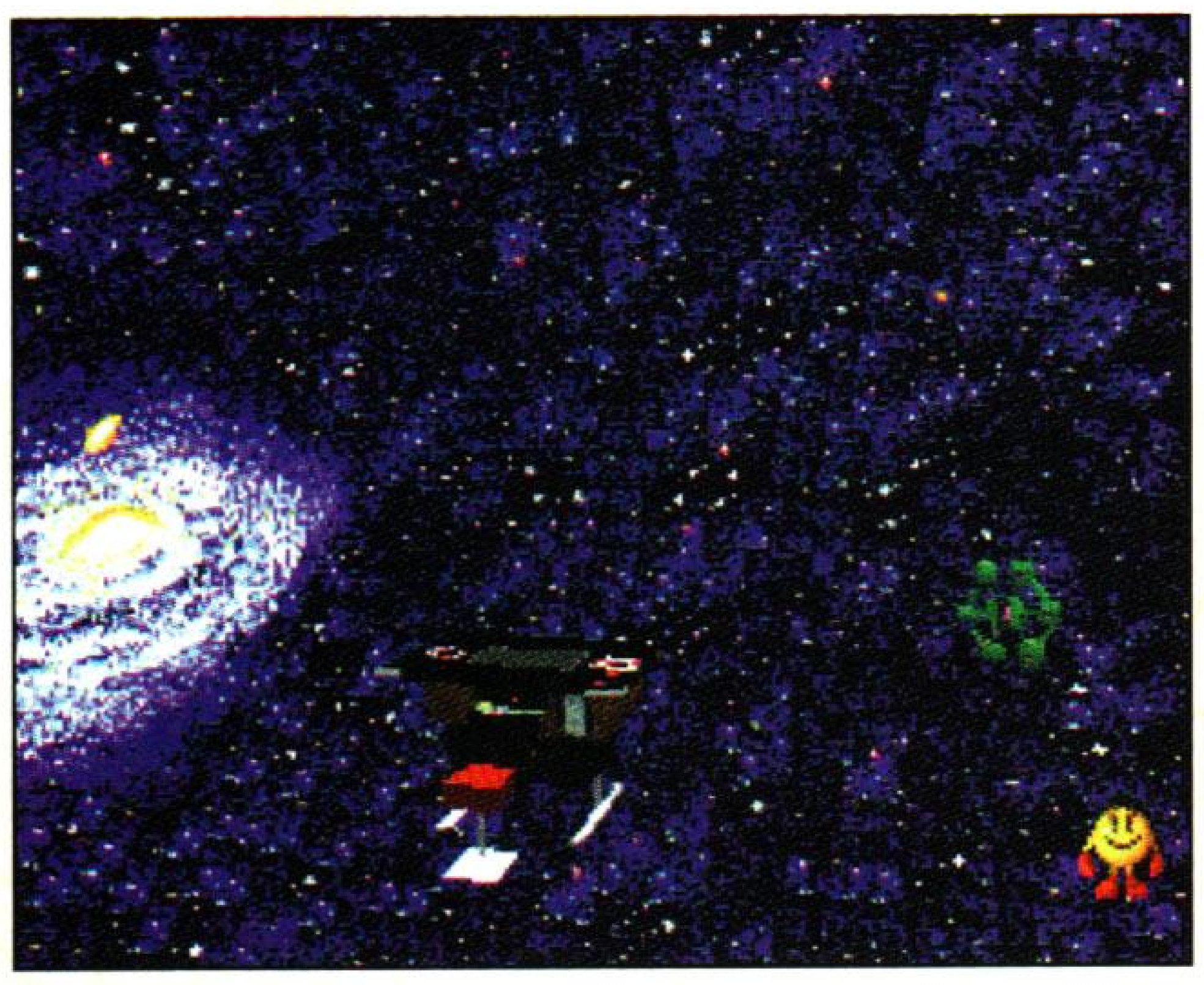
Following in the footsteps of Taito's revolutionary Space Invaders, Galaga introduced a whole brace of gameplay innovations to the single screen shoot 'em up. On top of the usual destruction of wave after wave of marauding aliens (red cannon fodder, blue attack ships and green motherships) players had the opportunity to significantly power-up their craft by allowing it to be captured by a green mothership, and then blasting it free. The craft would then link to the player's own, effectively doubling the firepower capability and thus mar-





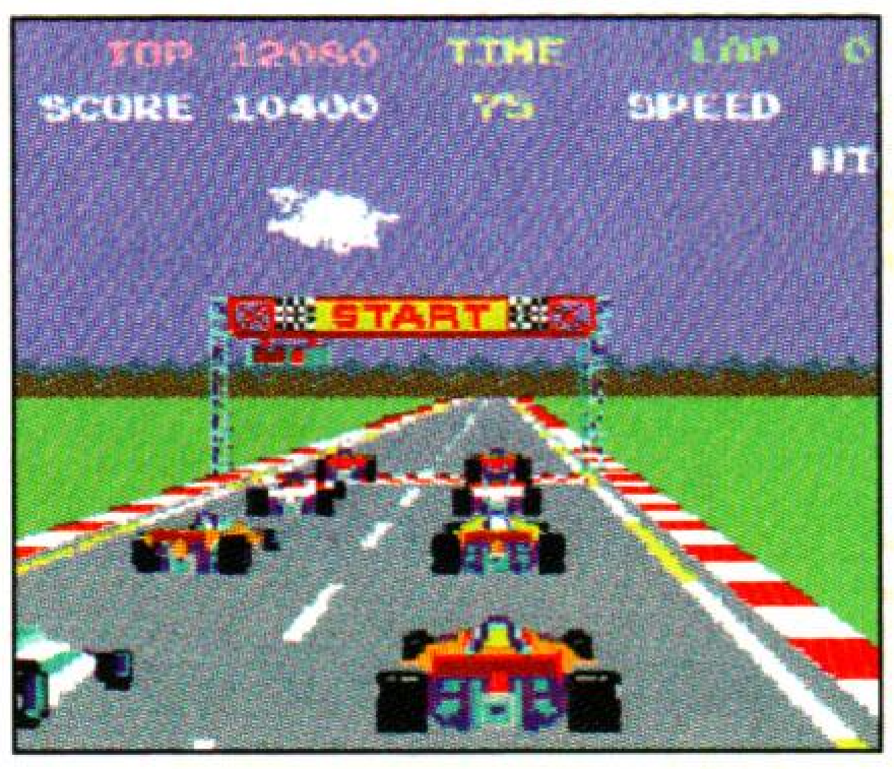
ginally upping the player's slim chances of survival. Galaga also introduced the concept of a shoot 'em up bonus stage, with passive aliens swooping about the screen while the player blasted away aiming for the magic 40/40 mark. A truly seminal work.





BOSCONIAN (1981)

Bosconian developed the shoot 'em up genre even further by (gasp!) placing the action within a scrolling playfield several times the size of the screen! In a similar fashion to Rally-X players used a colour coded radar to pinpoint the location of the frames' many space stations, which all needed to be destroyed in order to progress to the next level. Of course, Bosconian featured the full complement of alien cannon fodder and asteroids, and in order to deal with the quite unfeasible odds faced, your craft could move in one of eight directions (diagonals! double gasp!) and fire from both the front and the rear simultaneously. At various stages the 'Condition' alarm would flash red, indicating an incoming attack formation of especially nasty aliens, marked on the map as a red dot. If all this sounds a little familiar, even though you've never heard of Bosconian, that's because this game served as the basis for Williams' later but equally legendary Sinistar - which oddly enough has just hit the PlayStation in the Williams' Arcade Classics Pack.



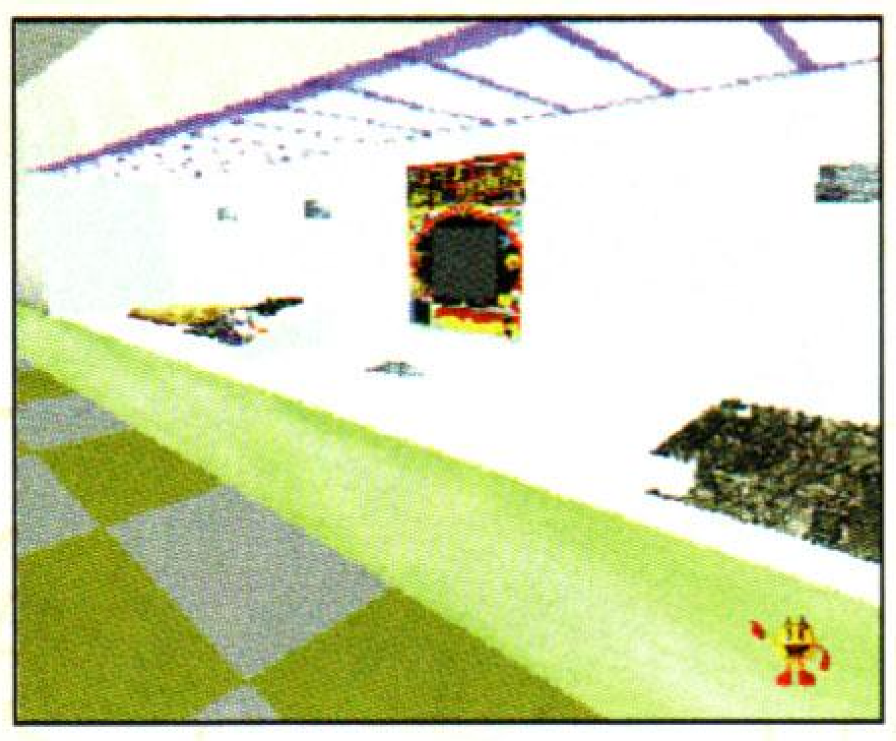
GAME RO
CLOSED

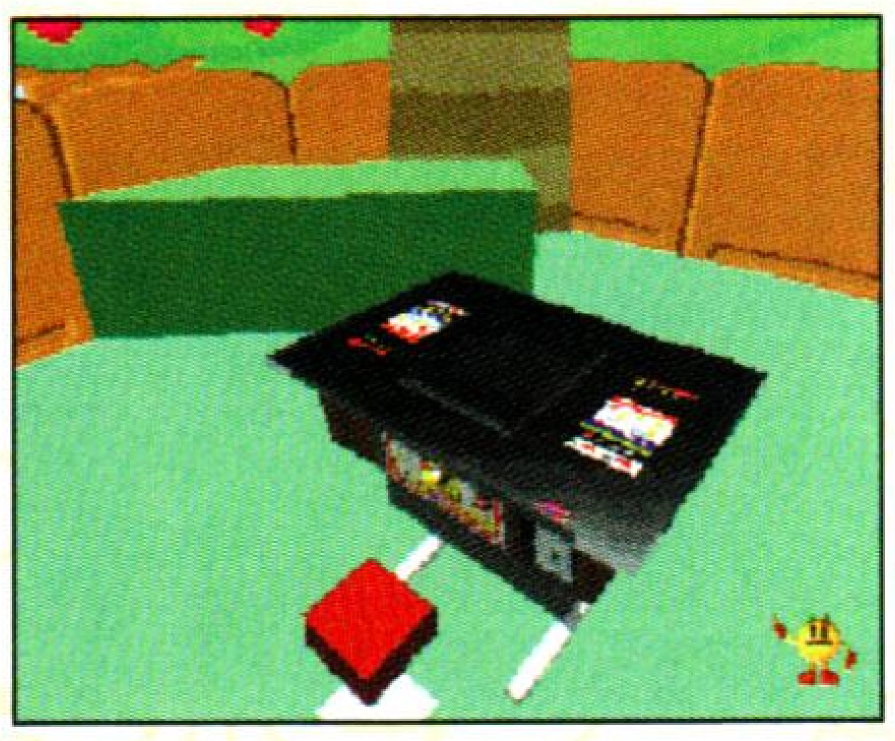
The original formula one racing game that started a genre. In the above shot **MAXIMUM** have qualified for the main race, albeit in a lowly position, and most now race like maniacs to achieve the eponymous Pole Position.

POLE POSITION (1982)

You may laugh, but in its time Pole Position was hailed as something of a landmark title. Never before had the sensation of speed been so convincingly recreated in a videogame, with both hairpin turns and road side obstacles for the player to contend with. The game also featured a analogue steering wheel and two box gear stick, something which 14 years ago was viewed as a revolutionary step forward. The aim of Pole Position was simple enough: race around the track for the qualifying lap, then take part in the main grand Prix. Here the player found himself competing not just against the clock but against the other CPU-controlled cars as well, with the merest fender jostle resulting in the instant combustion of your vehicle. Nail biting stuff. Or rather, it was. You see, unlike the other games on the Namco Museum Pole Position was attempting to simulate reality and thus has aged particularly badly. Even though the visuals can be excused, the car's handling is something of a bad joke when compared with the likes of Ridge Racer. Still, at least there's no mention of the decidedly tragic Namco sponsored 80s cartoon series of the same name which used to be on during Saturday mornings about ten years ago . And remember, only their uncle knows.

music 01
sound 08
EXIT

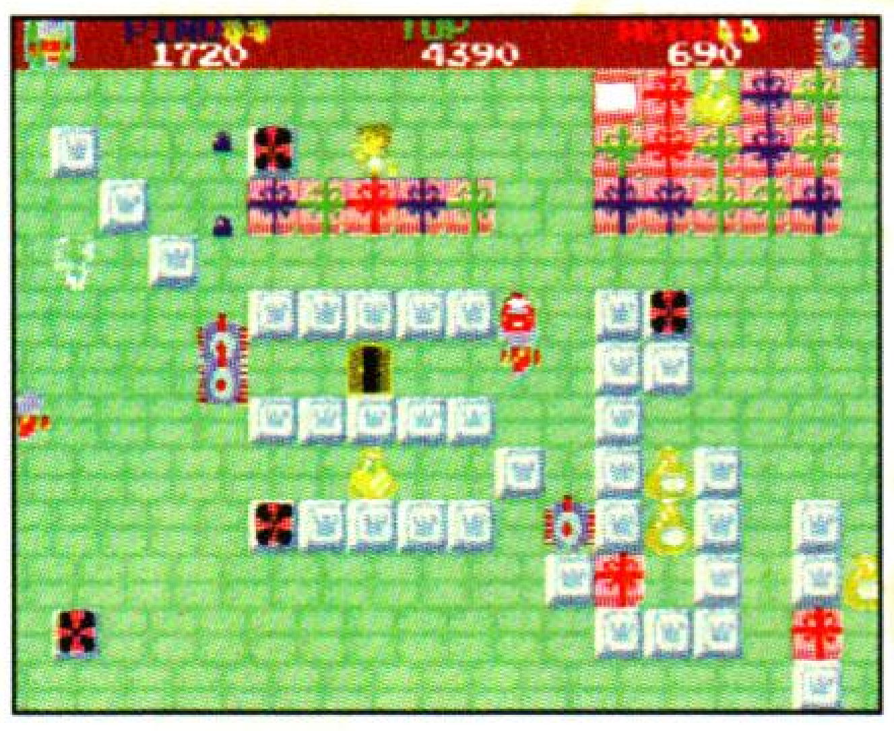


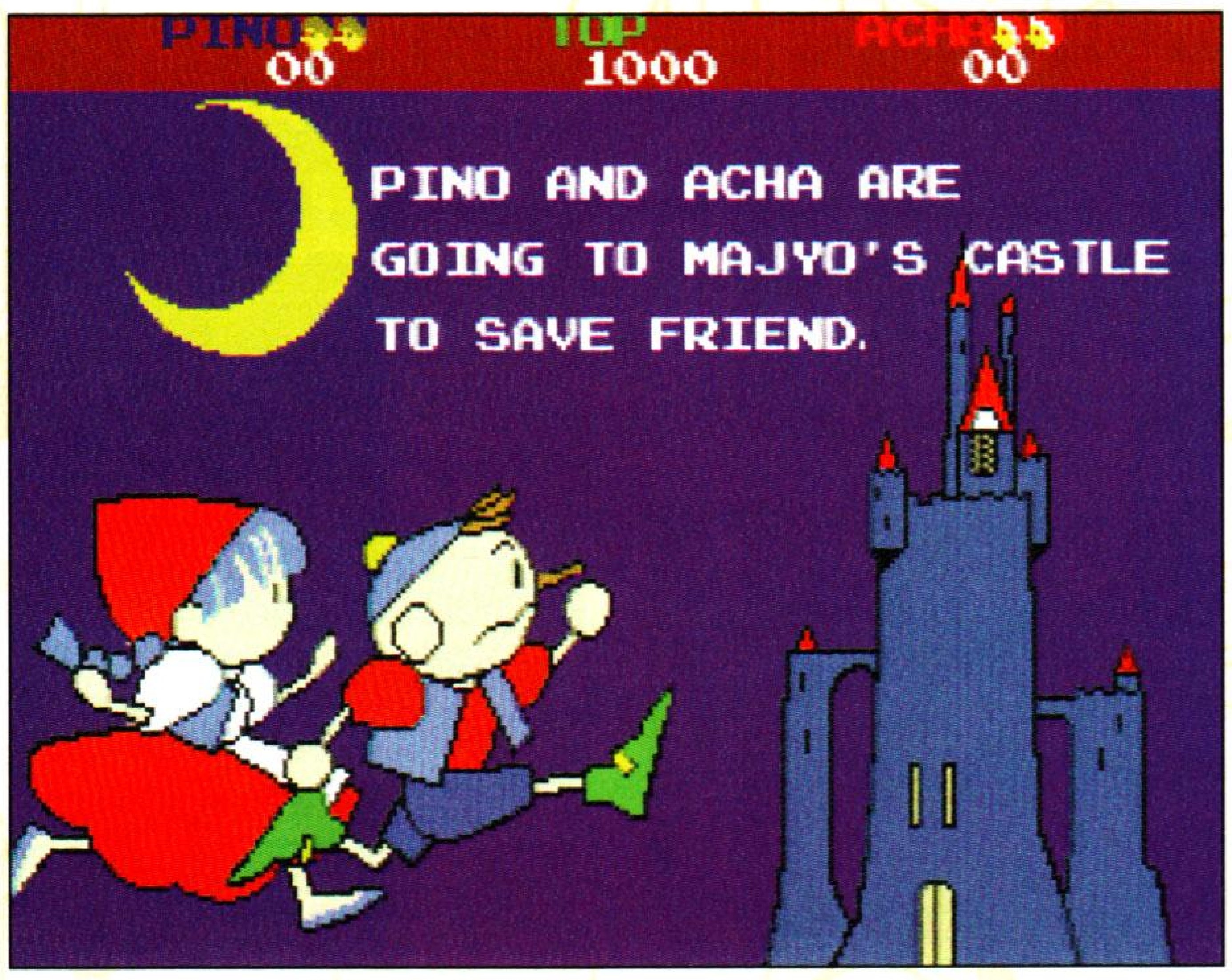


From right to left: marvel at the Pac-Man table top coin-op; relax at the game save bar, learn valuable facts from the Pac-Man game corridor and chill out to the aural vibes of, er , Pac-Man.

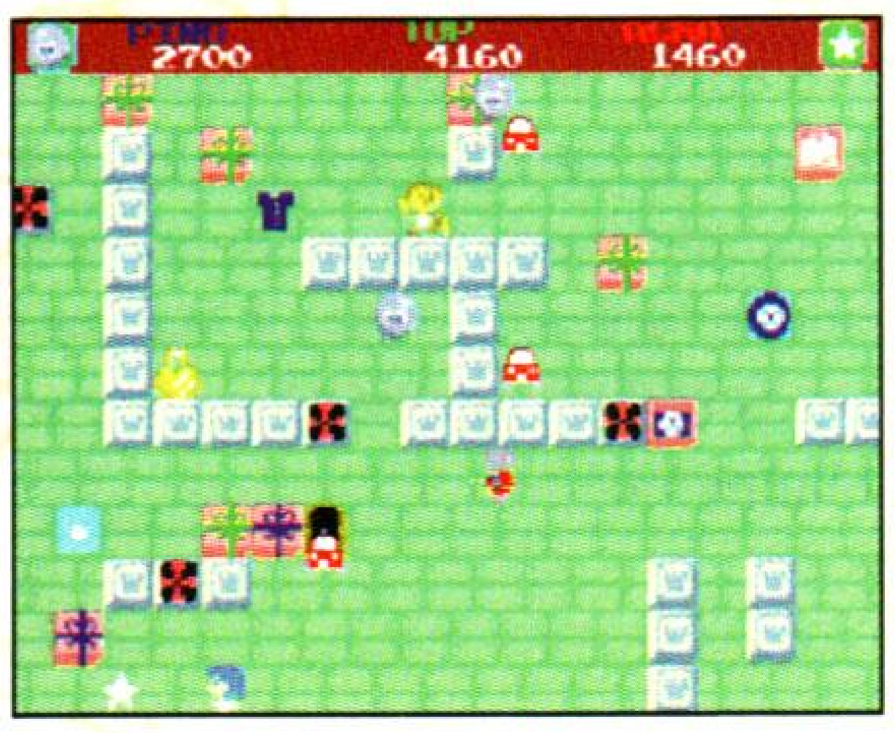
TOYPOP (1986)

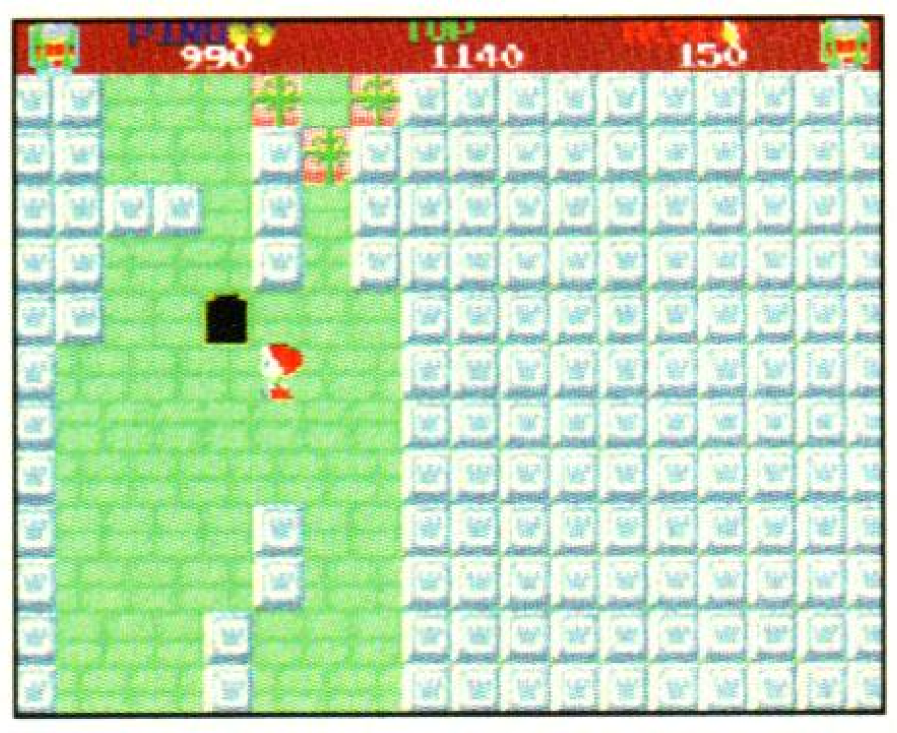
Perhaps the least famous game on the first Namco Museum but certainly one of the most fun. For starters it's the only game on the disk to feature two-player cooperative simultaneous play! Taking the part of either Pino or Acha, the player is required to tromp around a series of mazes, blasting enemies and destructible boxes, collecting icons and locating the vital yellow hearts required to open the exit to the next stage. The trouble is there are seven different enemies patrolling the various stages, and apart from the standard clockwork soldier, they each require a specific weapon to destroy them. This adds an element of (heaven forbid) strategy, as players must plan their move from icon to icon depending on the location of the baddies and the weapons present.



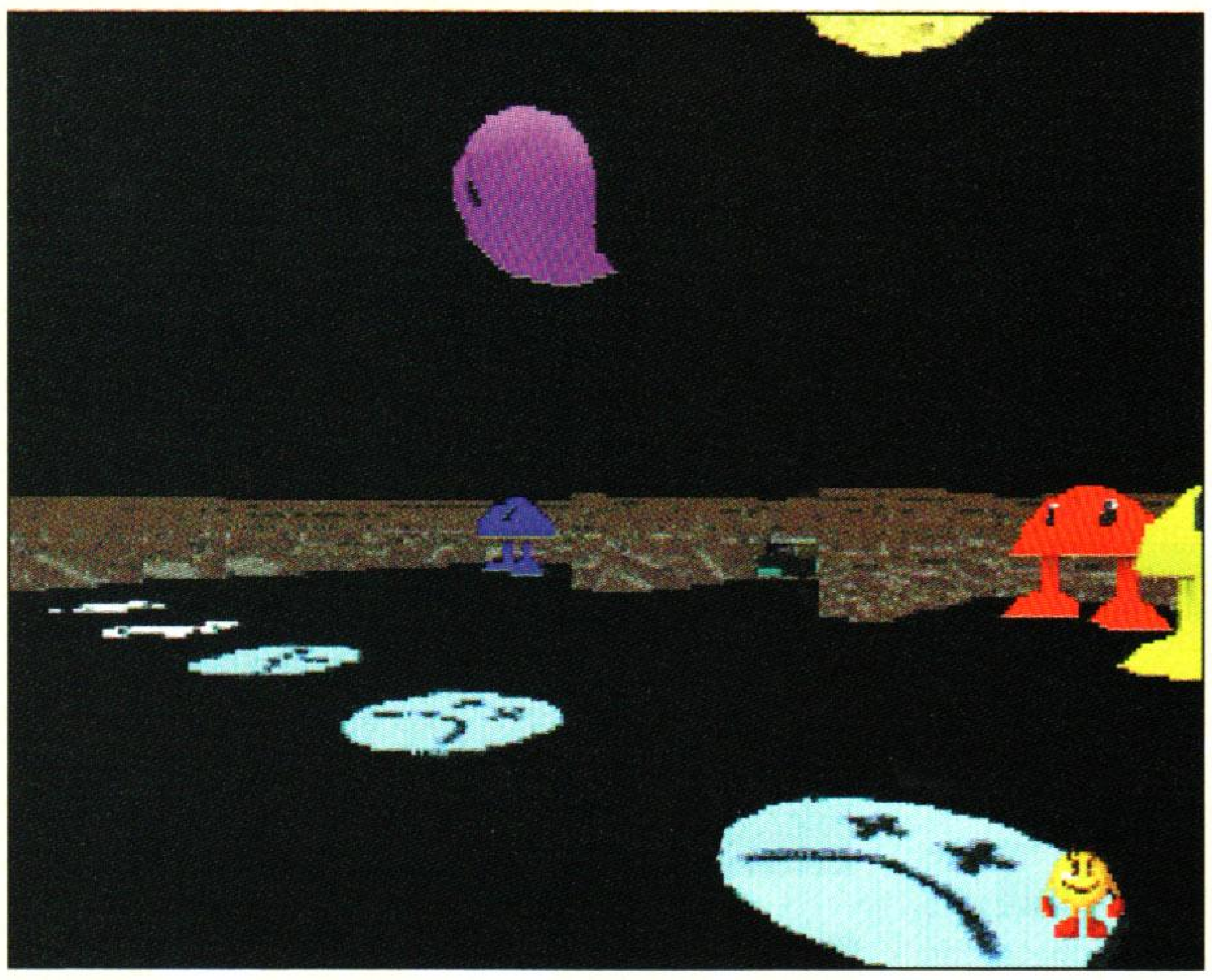


PINO AND ACHA ARE GOING TO MAJYO'S CASTLE TO SAVE FRIEND.





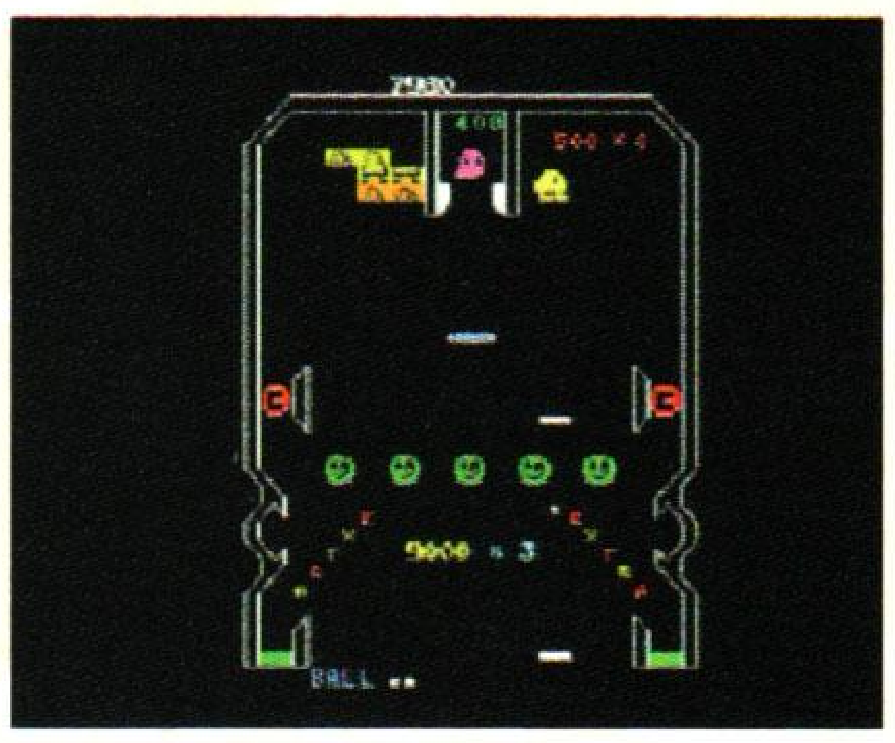
Toy Pop is the most recent coin-op to be included on the first Namco Museum collection. Acha has collected the three star icons which allows her to use the all powerful star weapon (above left) for the rest of the level. Meanwhile (above) she runs for the exit as the wall close in.

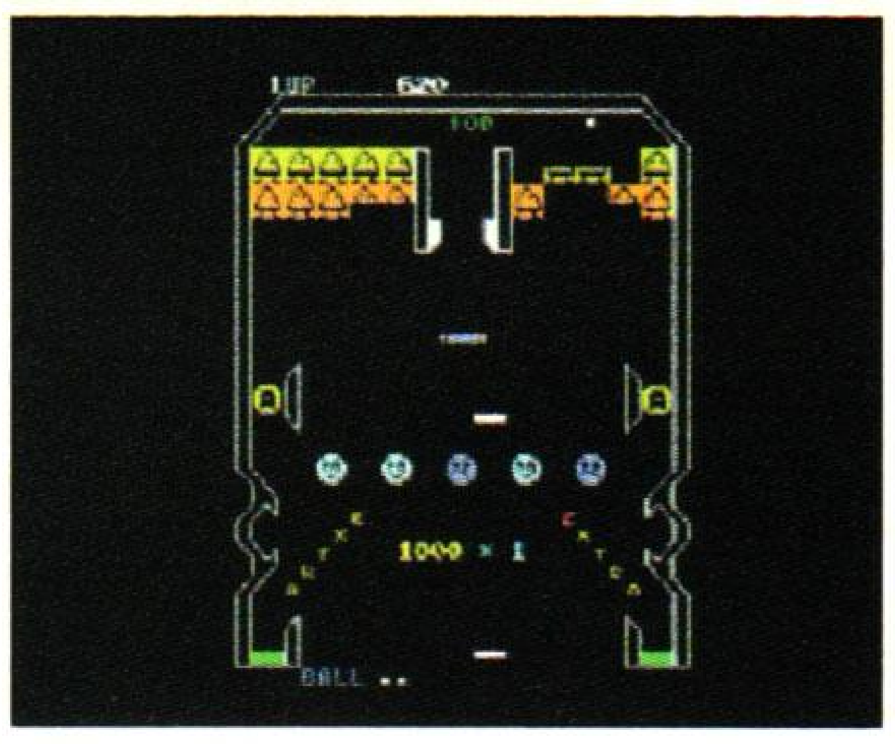


NAMCO MUSEUM VOLUME 2

CUTIE Q (1979)

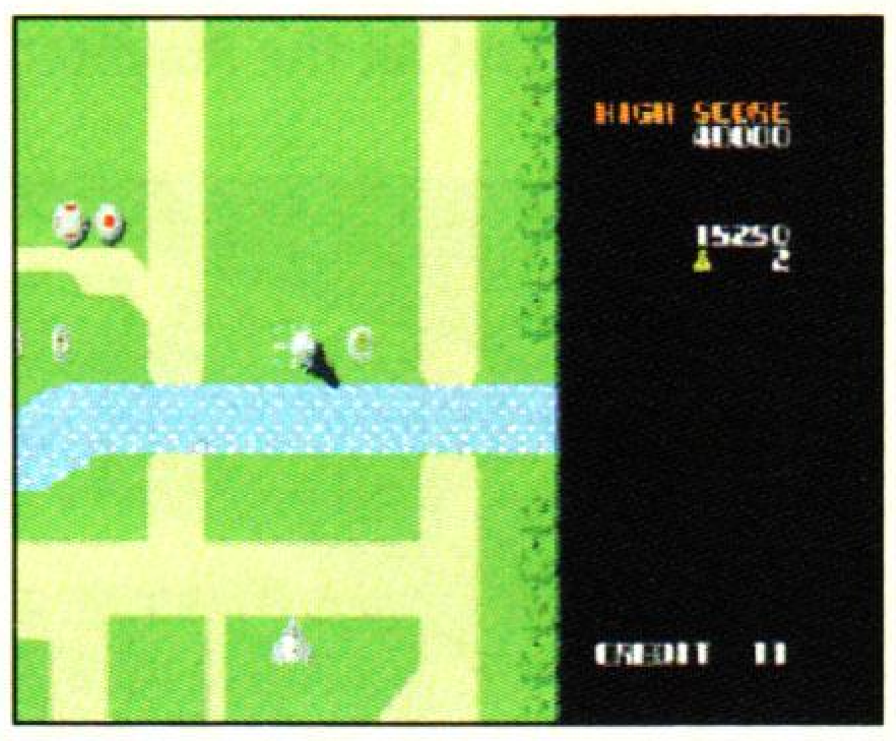
Despite being on the second Museum Cutie Q is in fact the earliest Namco game to feature on either of the compilation disks. Best described as a cross between Breakout and pinball, the upper portion of the screen replicates a bat and ball scenario with the player deflecting the bouncing white pixel to destroy the blocks, while the lower portion is more akin to a pinball table, requiring certain markers to be 'lit' (again by deflecting the pixel) to receive bonuses. Considering its age, Cutie Q is remarkably good fun, although the analogue control of your 'bat' can prove frustrating on a digital joypad. Hence the inclusion of a fine paddle controller in special Museum packs in Japan.

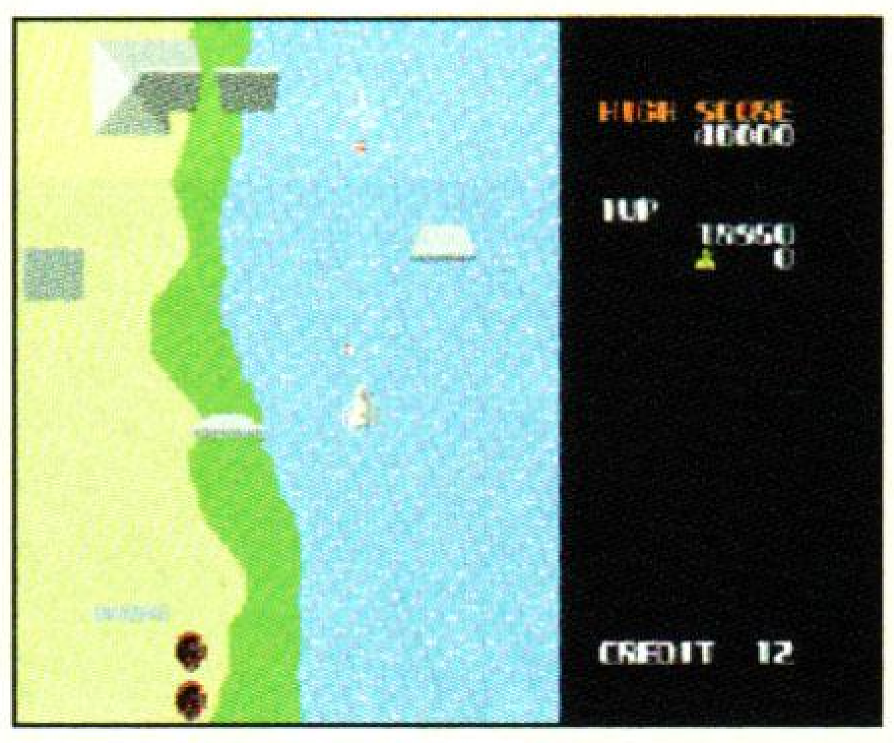


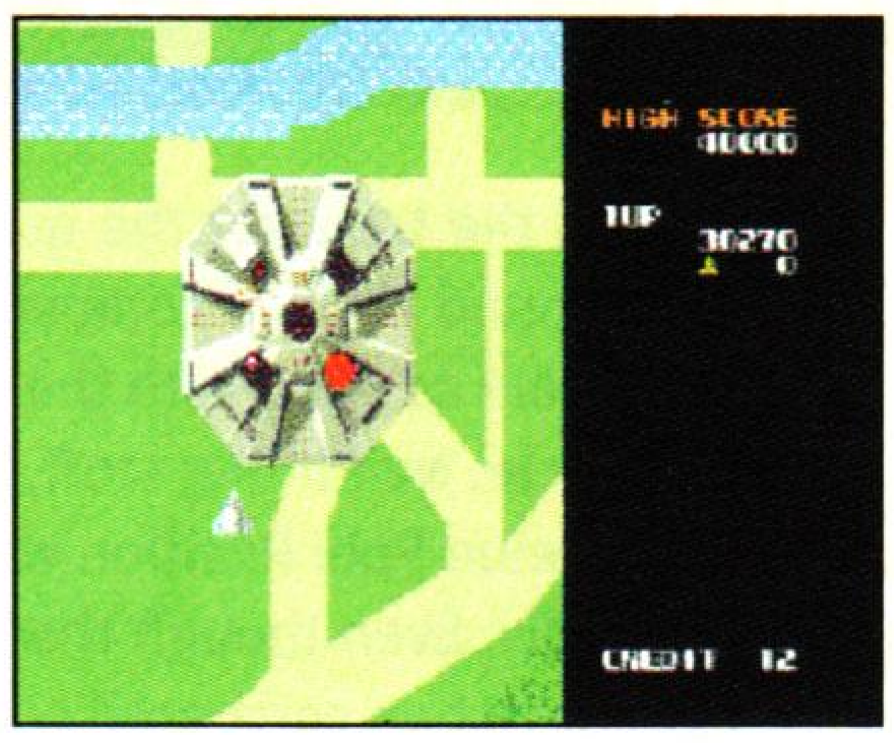


XEVIOUS (1982)

Probably the most famous Namco coin-op on the second disk, Xevious is an early example (indeed, it's the earliest) of the vertically scrolling shoot 'em up genre. With precision gameplay and a perfectly gauged difficulty curve, it even outshines some of the today's more shallow PlayStation shoot 'em up efforts (see Stahlfeder). There are no power-ups in Xevious, just your standard shot and ground bomb: all you need to tackle the game's many marauding aliens and obstacles. Your ultimate aim is to reach the magical 9,999,999 score, and in order to do that you're going to need to learn the enemies attack formation and the location of the 'hidden' pyramids. You might want to turn the music down though, as it can get a little irritating after a few minutes...



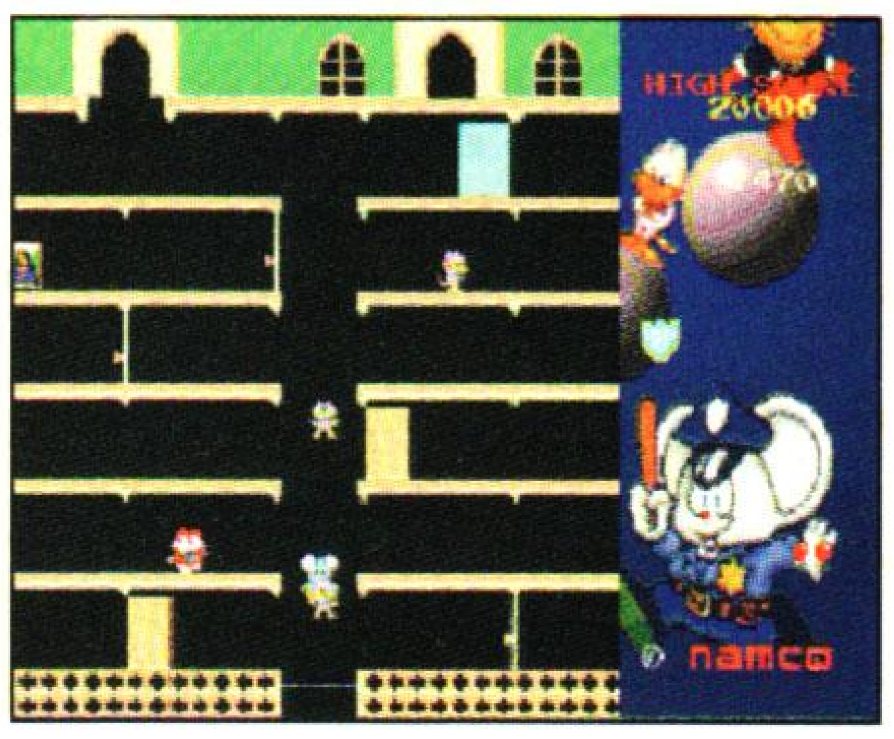


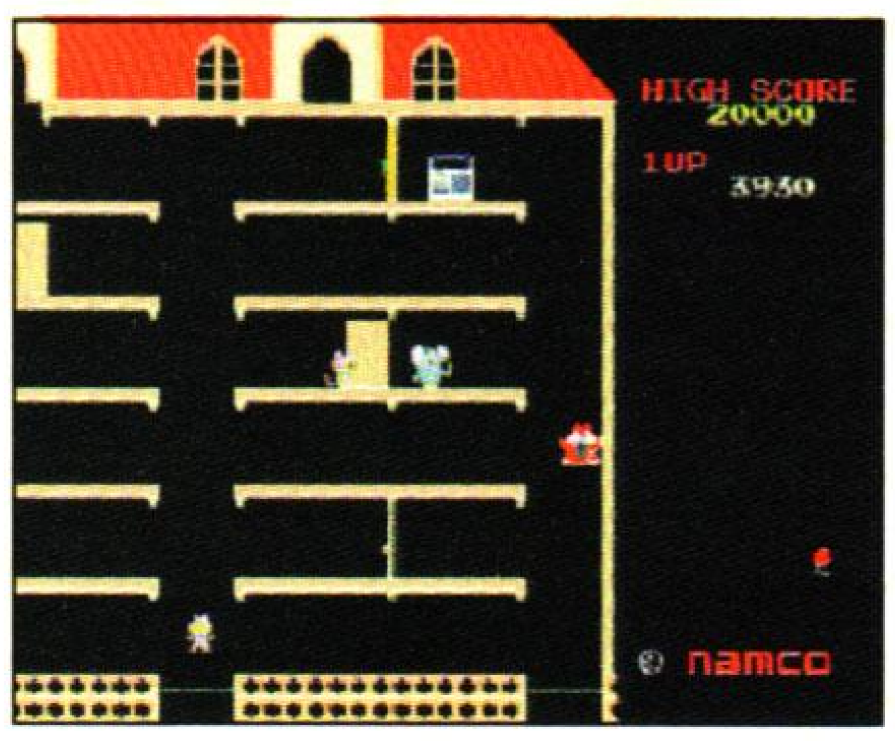


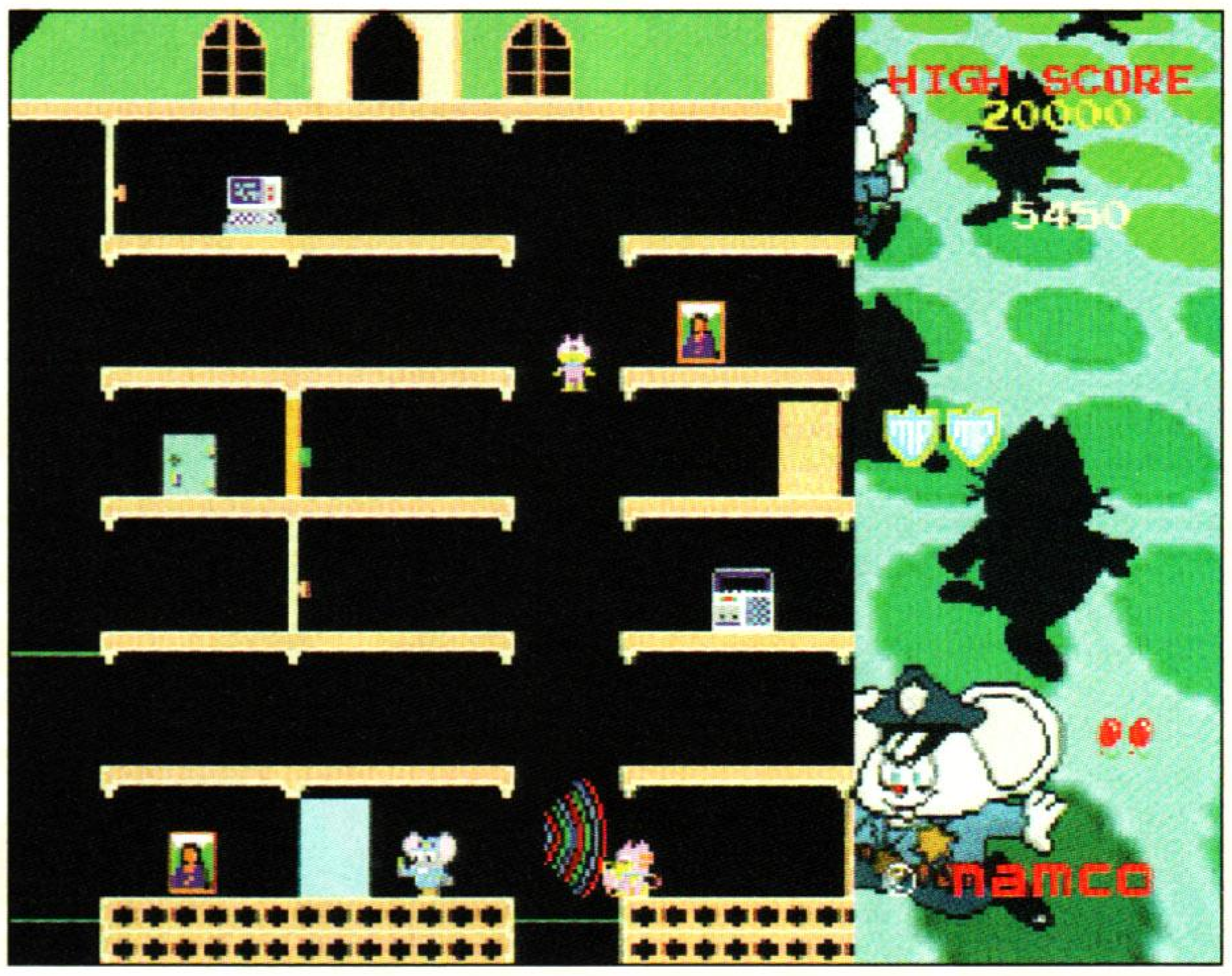
MAPPY (1983)

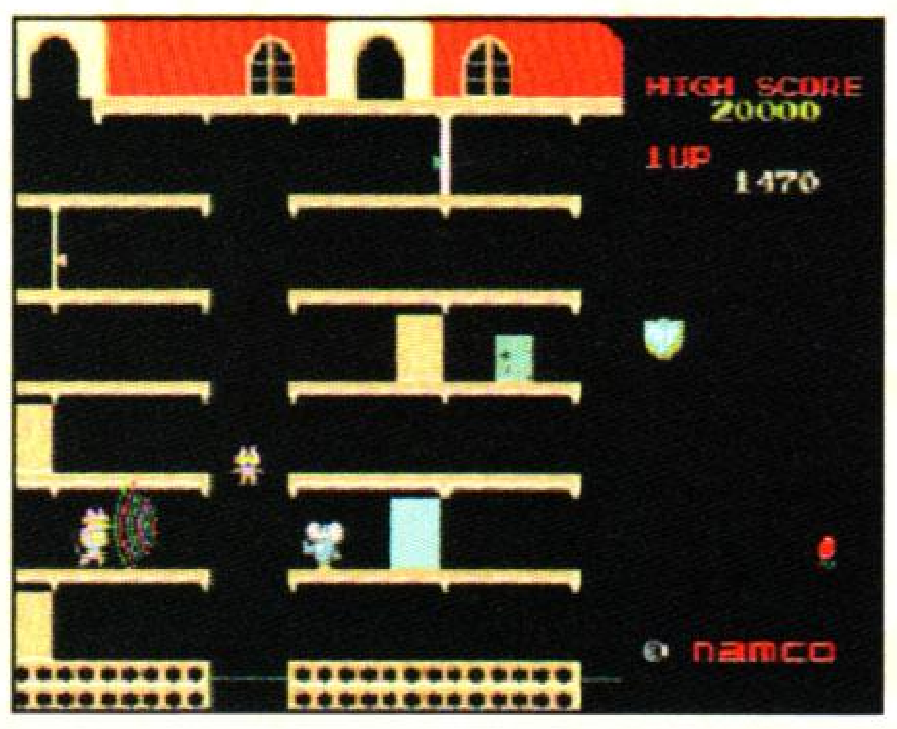
Mappy seems to be the second Museum's mascot, with the mouse officer featuring prominently in the disk's rendered intro, and replacing PacMan on the 'now loading' screens. The game itself though is something of an oddity, defying simple classification. Each stage is set in a multi-layered house, with our rambunctious rodent bouncing on trampolines to reach the level's many platforms thus allowing him to reclaim the various precious items before the burglar cats get him. One touch from the vicious cats spells doom for Mappy, but fortunately he has a few tricks up his sleeve. Firstly, he is invincible whilst bouncing (though each trampoline can only be bounced on three consecutive time before it disappears) and secondly he can open and close certain doors on the platforms that, if timed, correctly will temporarily stun the feline scoundrels. Mappy can open the door even when he is not next to it, providing he is on the same level and facing it. After three rounds Mappy is transported to a balloon popping bonus round for a chance to up his score, before being returned to the next level for some more house 'action'. Also, if Mappy can collect an item when the big red cat is hiding behind them, he will be awarded with extra points. Go Mappy Go!

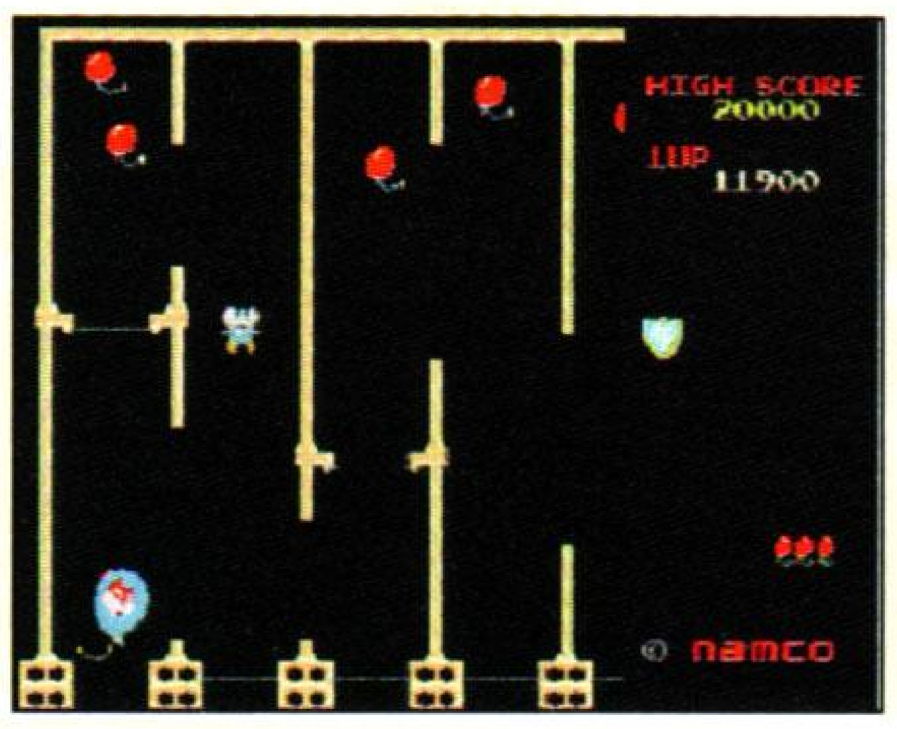
6 CLASSIC COIN-OPS ON EACH DISC! COLLECT NAMCO'S ARCADE HERITAGE!



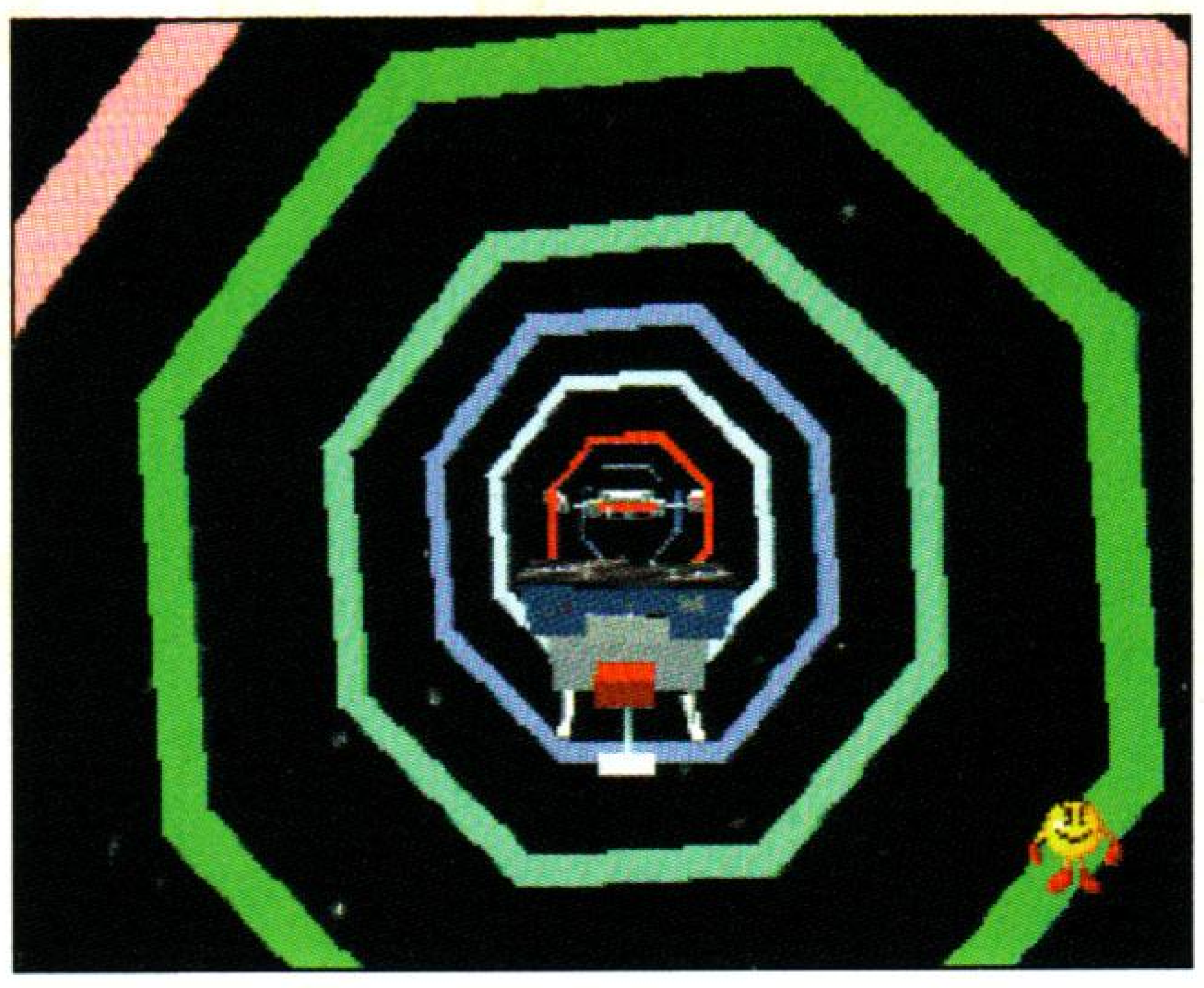






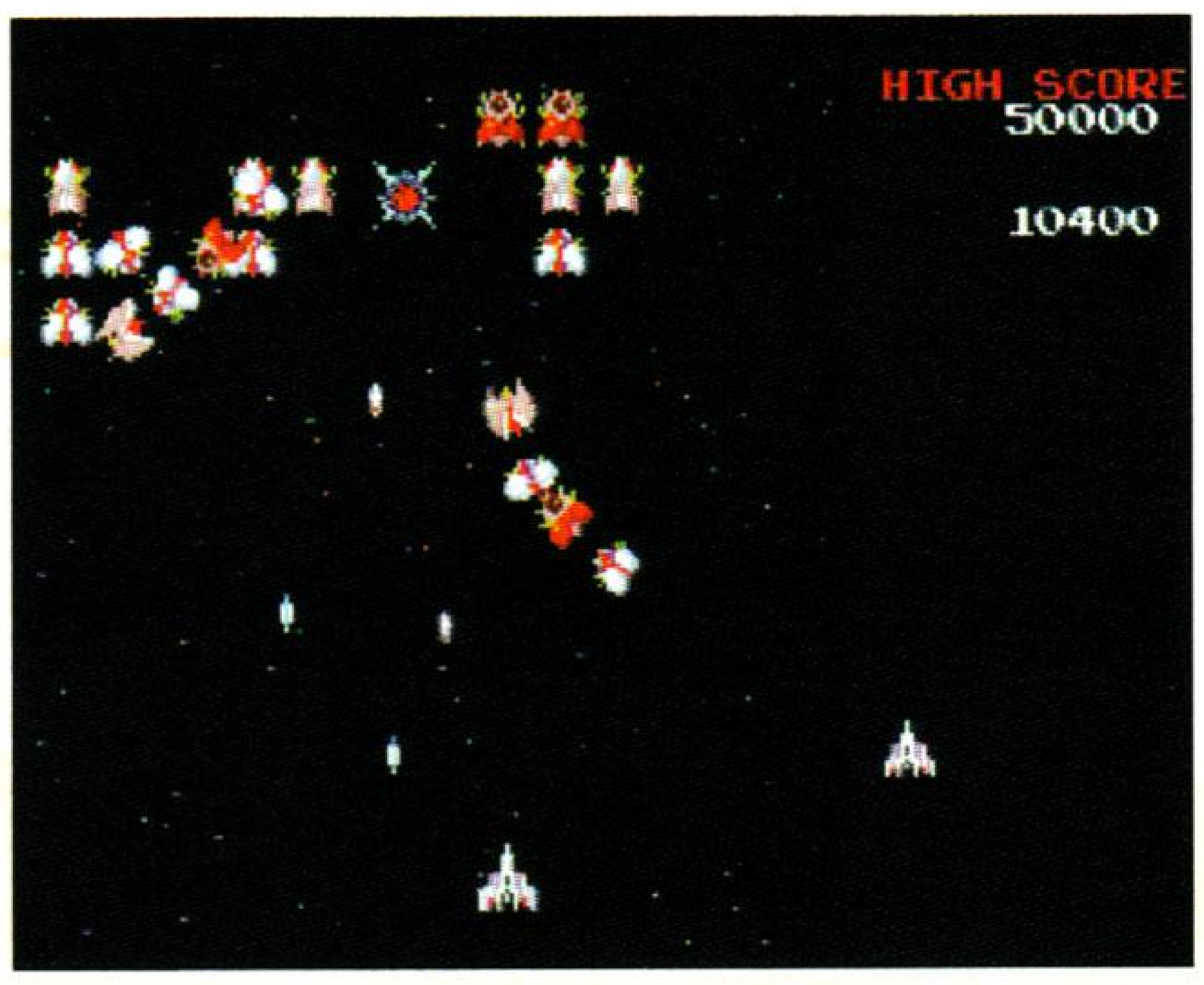


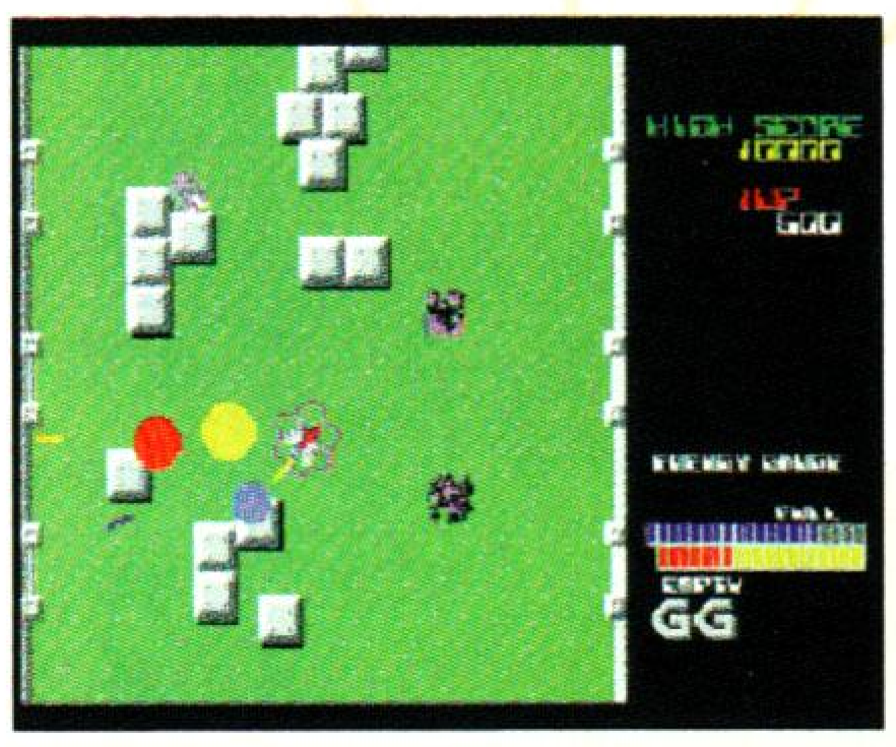
Everyone at **MAXIMUM** has their own particular coin-op favourite on the Namco Museum which they fondly remember. Despite its initial novelty factor, Mappy wasn't one of them.

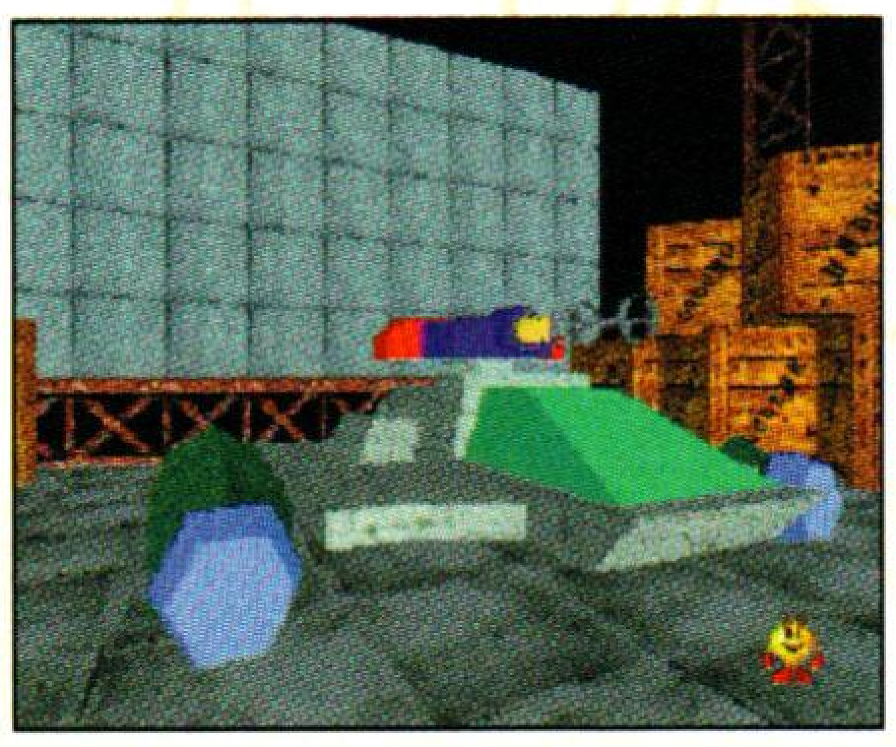


GAPLUS (1981)

A pseudo-sequel to Namco's 1981 hit Galaga, Gaplus (Galaga Plus presumably being too much of a mouthful for us gamers) takes the basic mechanics of Galaga and injects them with a large shot of nitro. Your craft now moves both up the screen as well as along, giving the player more space in which to manoeuvre, whilst the power-up system has been completely redesigned. Toast the mother alien (or should that be alien mother) carrying your captured ship and you briefly shoot out a tractor beam which hooks in any unsuspecting alien craft that enter the beam. These aliens then descend to the bottom of the screen, adding an extra shot to your firepower - Galaga style - for every alien successfully captured. This enables you in theory to have almost wall to wall firepower, and although that may sound excessive, you're going all the help you can get: Gaplus is rock! No longer do you get a starter wave to ease you into the action: these aliens are swooping and firing the moment they hit the screen, breaking off in ever more complex attack formations. Only masters need apply.







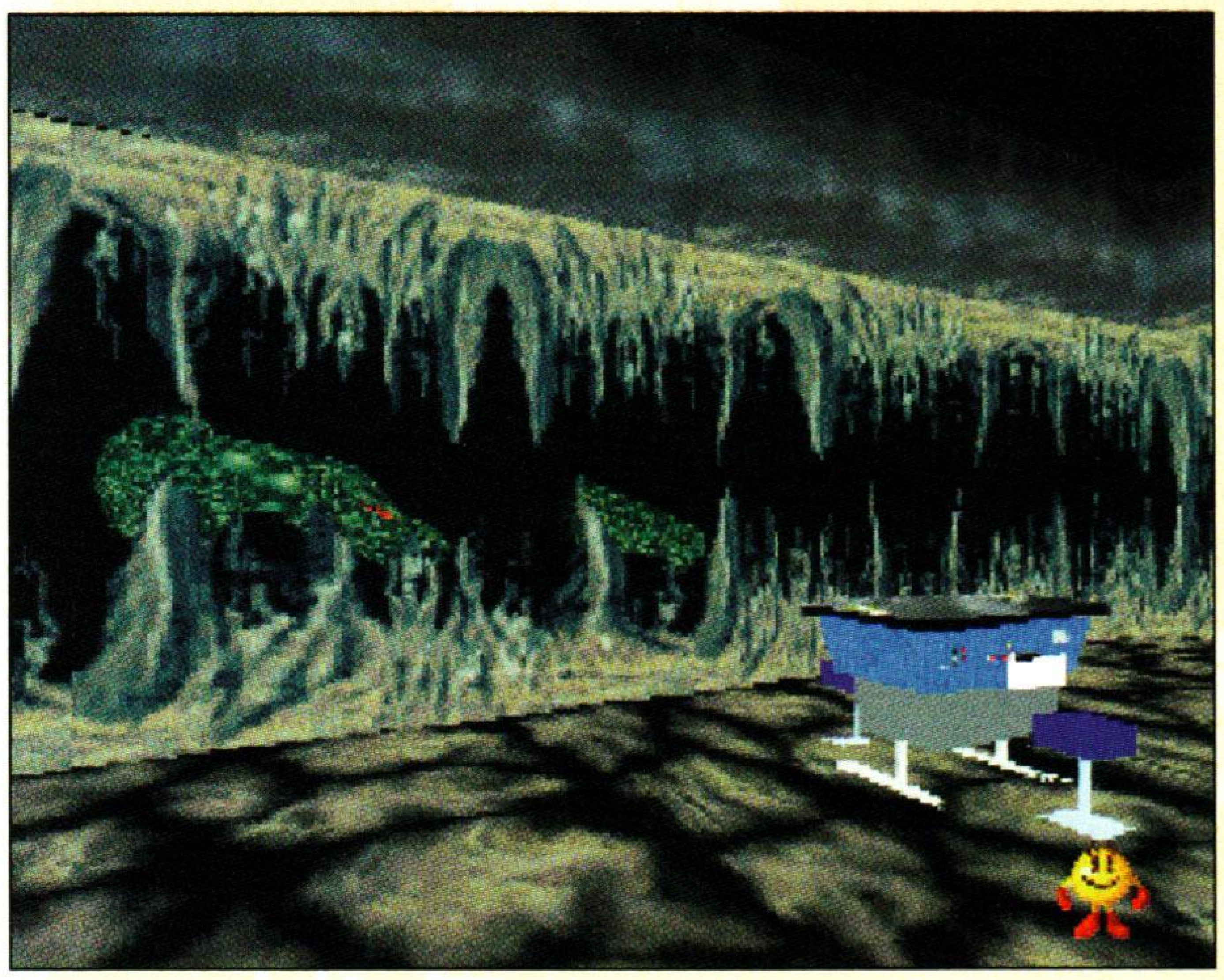
Despite having the most unusual name on the second Namco Museum, Grobda (above) is perhaps one of the best games. The action is fast and furious, even though the colour scheme makes it look like someone's dropped a dodgy pill in your tea...

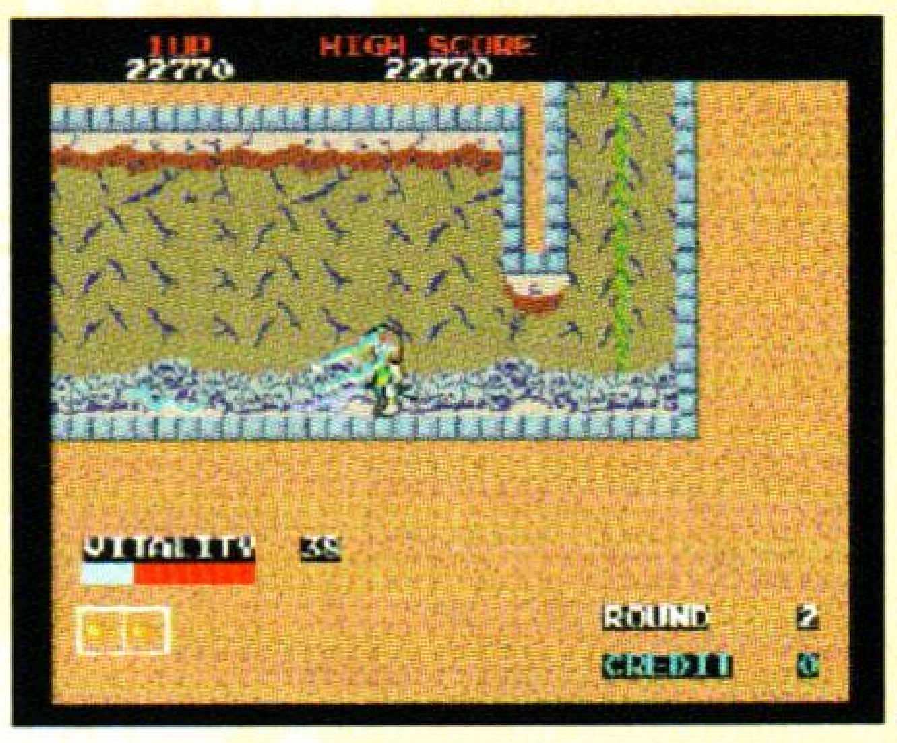
GROBDA (1984)

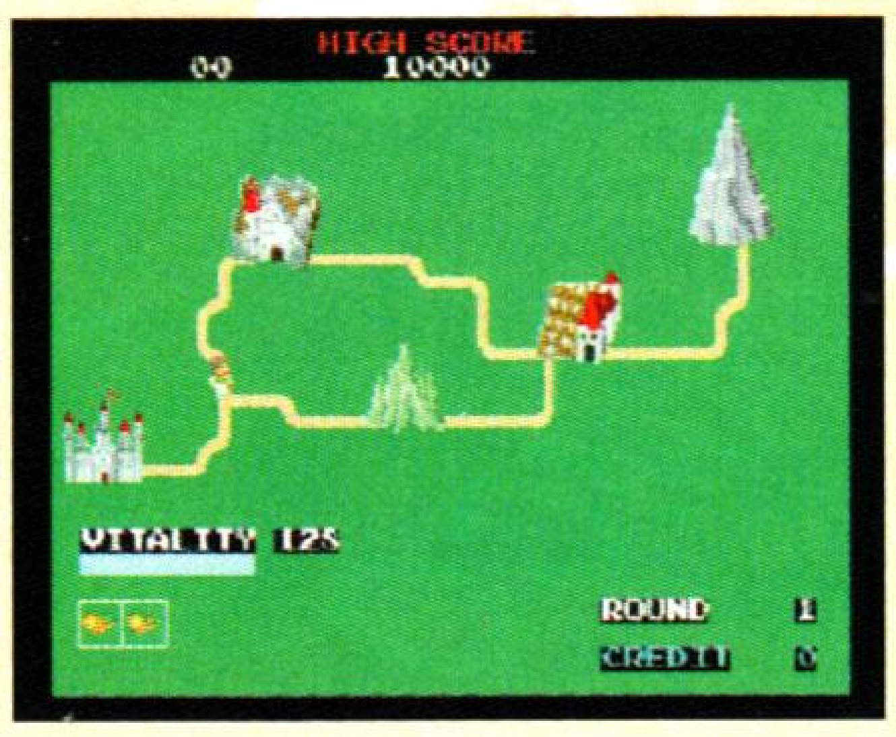
A top-down tank shooter with a psychedelic colour scheme, Grobda is not a game for the faint-hearted. Armed with an obscene rapid fire cannon and defensive shield, players enter into a series of arenas to do battle with an ever toughening army of enemy cannon fodder. Sounds basic enough. However, what distinguishes Grobda from other top-down blasters is the extraordinary pace. Levels last from anywhere between 5 to 20 seconds, and that's it. Whatever's going to happen, will have happened by then! Blink, and it's all over - literally. You draw your shields from a central power supply that slowly regenerates itself, and its this shield that is the key to mastering Grobda.

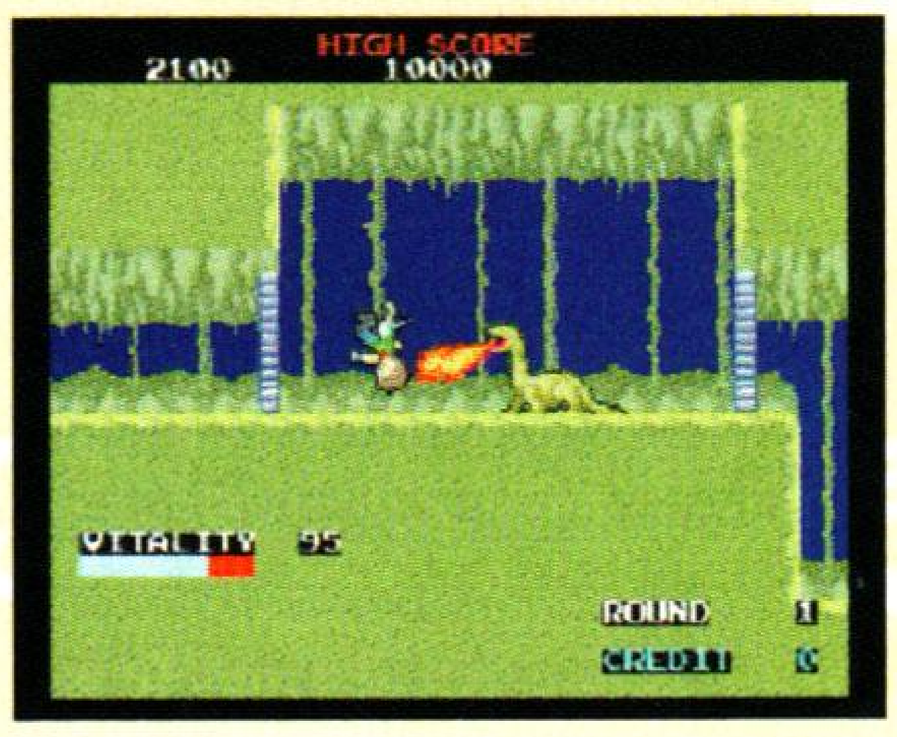
DRAGON BUSTER (1984)

Namco's first attempt at a side-scrolling platform/action adventure is another title that hasn't really stood the test of time. Choose from multiple paths through each landscape (Super Mario World style) and then venture into a series of basic platform mazes to do battle with the many dungeon denizens lurking within. The game is heavily reliant on the substandard combat system, with each level structured around a series of 'encounters' with various sub-bosses and little or no ledge leaping action to speak of. Your character picks up a variety of icons to aid him in his quest, but quite frankly they're all a bit ineffectual against the likes of a stonking great big dragon. It's also a bit strange to have to return to a platform game where 'up' is used to jump, as opposed to a button. However, for its time Dragon Buster featured some of the most advanced sprite based graphics yet seen in a platform game, and this was the title's main attraction.









Our hapless hero finds himself on the receiving end of serious damage, both from energy draining snakes which latch themselves onto you for the rest of the level (above) and from a fire breathing baby dragon that seems to have knocked him upside down (left)

MASTER THE SECRETS OF THE COIN-OP ORIGINALS! TRY TO ACHIEVE THE WORLD RECORD HIGH SCORE!

None of the games on either of the Namco Museums really have an ending. Your objective is not to complete them per se, in the traditional sense of reaching a game's finish. Instead the aim is to score as highly as possible. Provided you have a memory card space to store the data, Namco Museum allows you to save your high scores for further reference. Ideally, each time you play a game on Namco Museum you are competing with yourself, pushing your limits to try to achieve the highest score capable. To 'complete' Xevious you must clock the game (get 9,999,999) and in order to do that you need to finish the game's main frame several times.

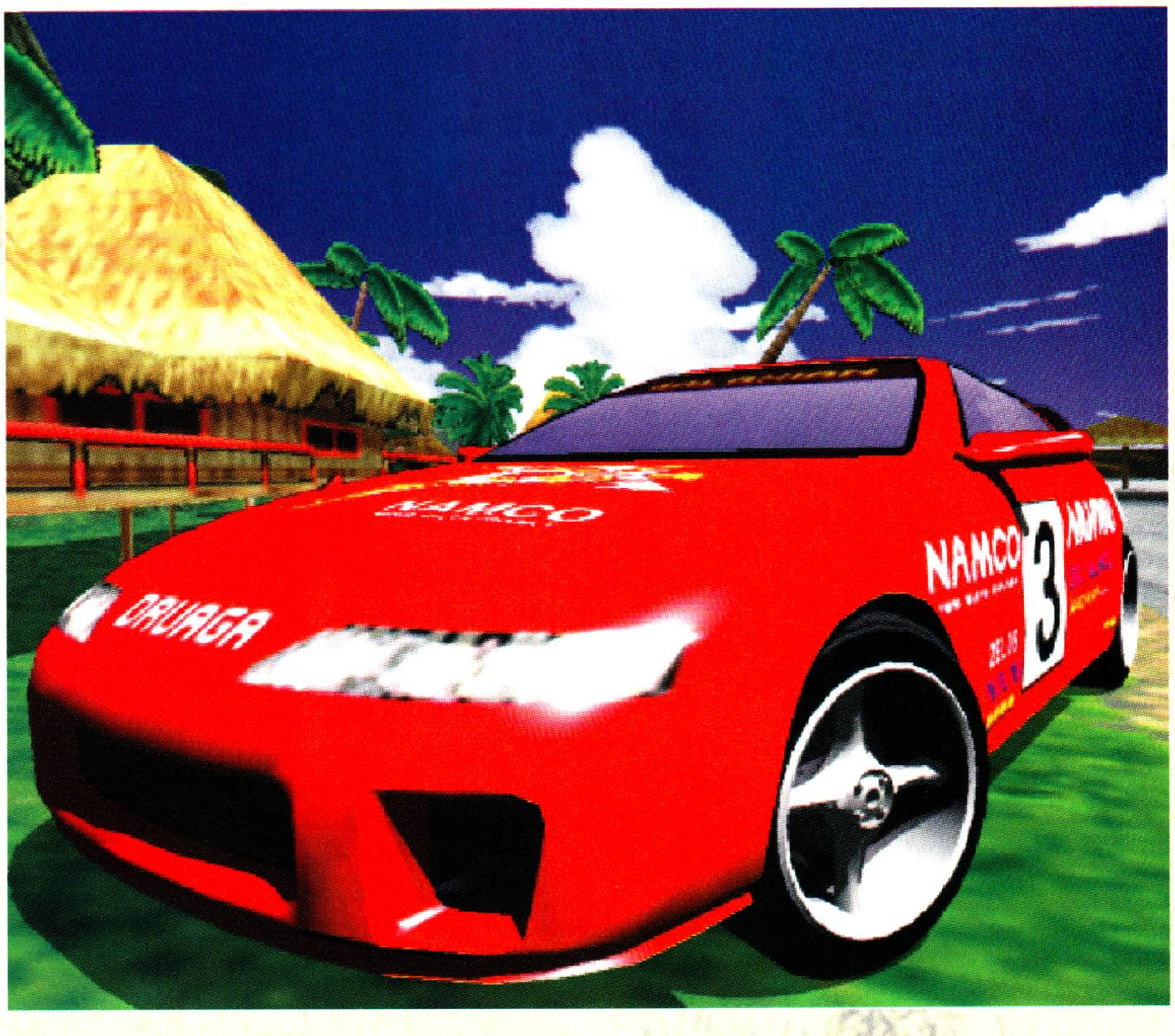
RIDGE RACER REVOLUTION

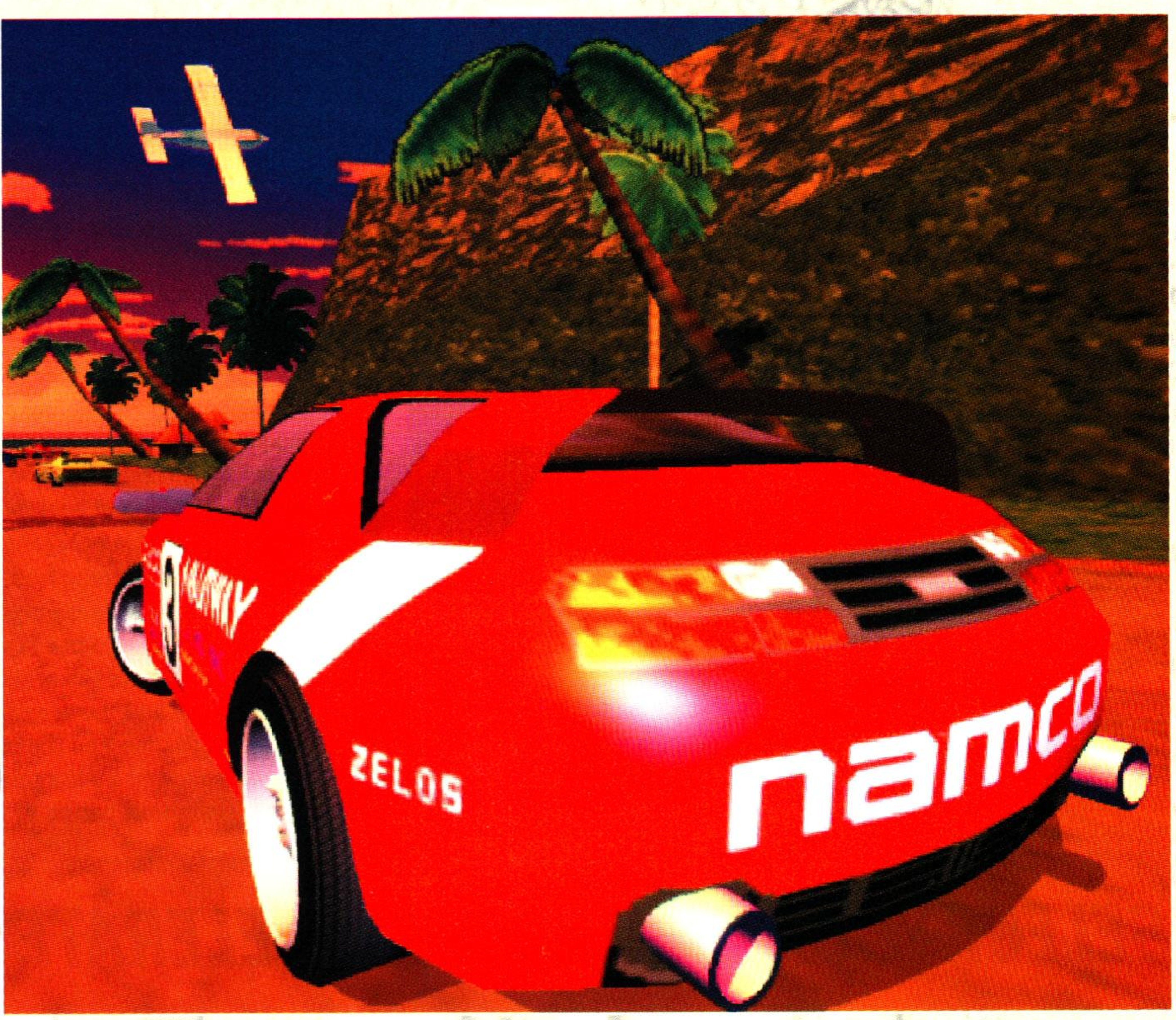
GALAXIAN
GALAXIAN
NAMCO
RIDGE RACER PROJECT
NAMCO
RIDGE RACER PROJECT
ZELOS
PHELIOS
GALAGA

NAVIWAY
GALAXIAN3
PACMAN

SPECIAL EXTENDED PLAY

PS THE SEQUEL TO THE STUNNING ORIGINAL!
RIDGE RACER REVOLUTION
NAMCO OUT NOW IN **JAPAN**, AVAILABLE OFFICIALLY IN **APRIL**


NAMCO
DRUAGA
NAMCO
3
ZELOS


3
NAVIWAY
ZELOS
namco

The ultimate arcade racer has arrived!!

The finest racers throughout the world gather together in a competition to challenge the most hardened of drivers. All these experts have their own favourite vehicles and are ready to drive like madmen around the beautiful sweeping landscapes of an all-new circuit. Great prizes are waiting to be won for those with the skill and ability to conquer a host of other competitors. Are you ready for the race of your life?

RIDGE RACER REVOLUTION

RIDGE RACER REVOLUTION is one of the most astounding driving experiences ever seen!!

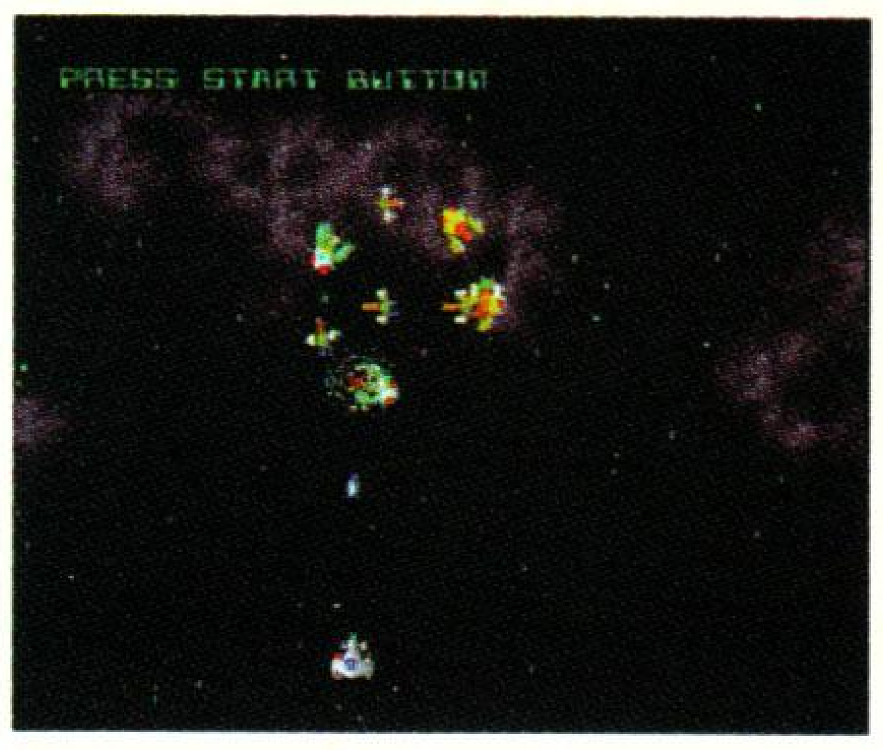
Accelerate around three new courses at breathtaking speeds!

RRR SECRETS

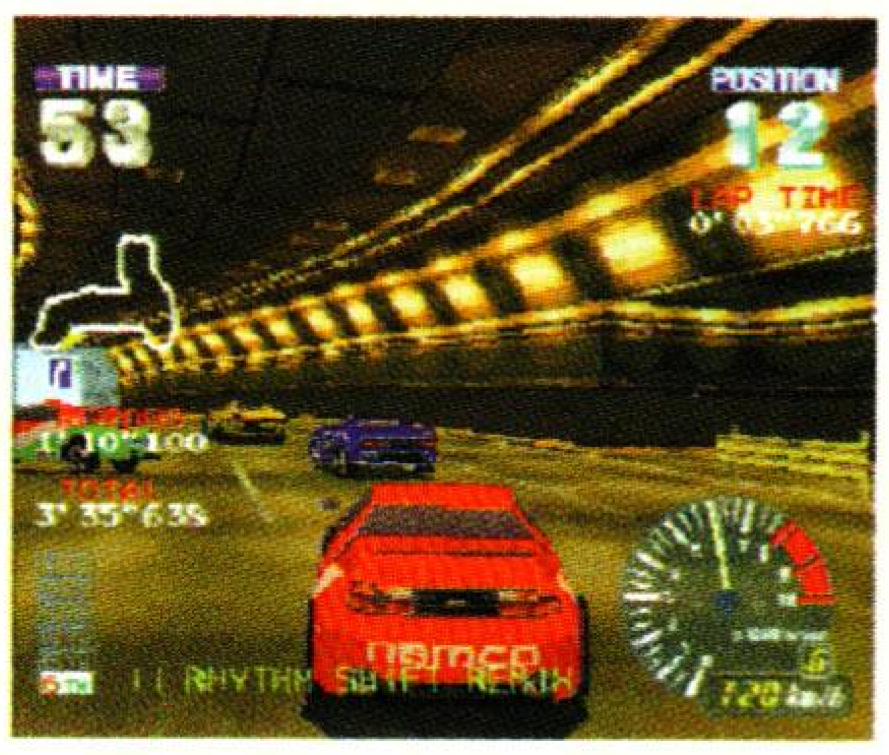
Namco are masters of placing a variety of cunning cheats into a game to expand the longevity of a title, and do not disappoint with Ridge Racer Revolution. Over the last few months, we discovered every trick we could find for this game in our mammoth playtest, and our results are displayed throughout this feature. Many of these secrets have been seen before in the first Ridge Racer, but some are completely new and one or two are really rather special indeed.

1 BONUS CARS

Initially, the player has the option of racing the three Revolution courses in one of four cars, but a simple act of finger dexterity on the loading screen enables you to select an additional eight vehicles. To obtain these new cars, you must shoot every alien craft on Galaga '88 'That is Galactic Dancing' screen. There are four waves of circling alien ships with ten entities in every wave, so keep a tight pattern down and use as many bullets as you want. After all forty of these space ships have been eliminated, you are rewarded with a small explosion of fireworks and a message indicating your perfect success rate. Then you may enter the options screen as normal; picking your desired course, before choosing from these new racers. Press right and you can scan through the four original cars until the new ones are located.



The past history of the Ridge Racer phenomenon began in 1993 with the launch of the arcade version. Gracing arcades throughout the world, this wowed the assembled crowds with graphics of a quality never seen before. Such was the quality of the title that many regarded this as a Namco renaissance, and Sega now faced a new rival in the realm of 3D games. Ridge Racer took over from where Virtua Racing had left off, and brought the gamer into the world of texture-mapped polygons and realistic powersliding. Racing fans were at last able to steer round a supremely detailed circuit in a car that actually handled like a real sports vehicle. The adrenaline rush was completed by a variety of groovy techno beats blasting from the cabinet speakers to the accompaniment of squealing tyres. Previous arcade ventures into this area had brought racing games of varying quality; from the ancient Hard Drivin' to the ground-breaking Virtua Racing; but Namco were the first to gel together the winning formula of texture-mapped polygon graphics coupled with the realistic handling of a high-performance sports roadster.The only aspect of the game that Ridge Racer lacked was that all-important two-player option, and Namco duly obliged the legions of fans that craved for such action with the release of Ridge Racer 2.



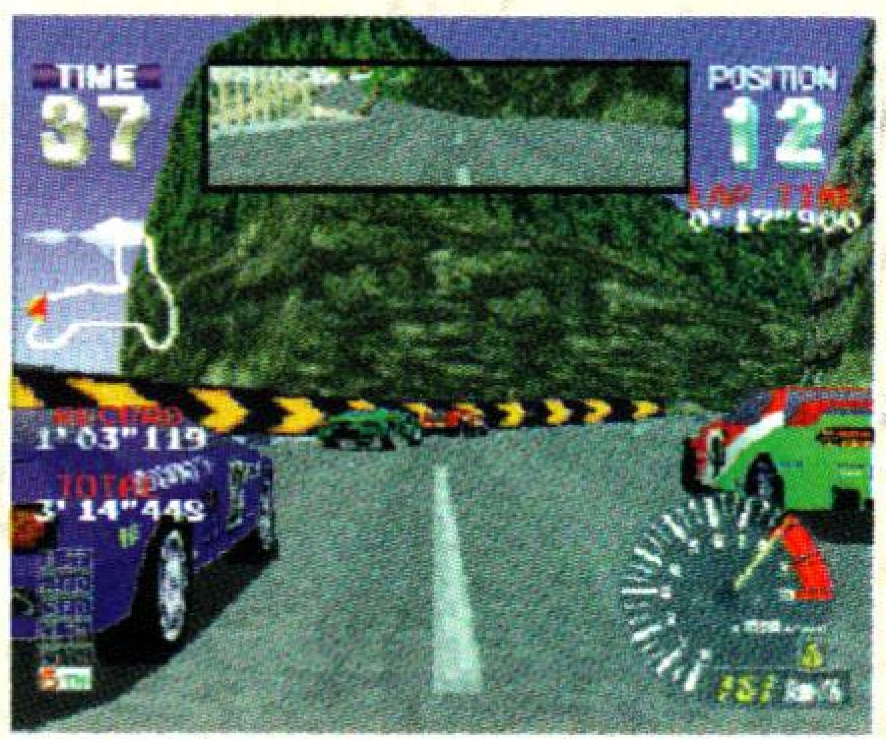
Jaw-dropping graphics and sound coupled with unbelievable gameplay!

TIME
33
POSITION
06

The sequel hit the arcades in 1994, becoming a much greater success due to the extra dimension of multi-player racing and a graphical overhaul. Players were now able to play against up to seven other drivers, and each of the cars received extra polygons (and independently turning front wheels) and texture-mapping, but the course remained the same and there were no additional tracks. One slight tweak occurred in the background; as despite the scenery remaining similar to the original, the sunsets gave the graphics a brilliant orange glow and the ocean a marvellous purple sheen.

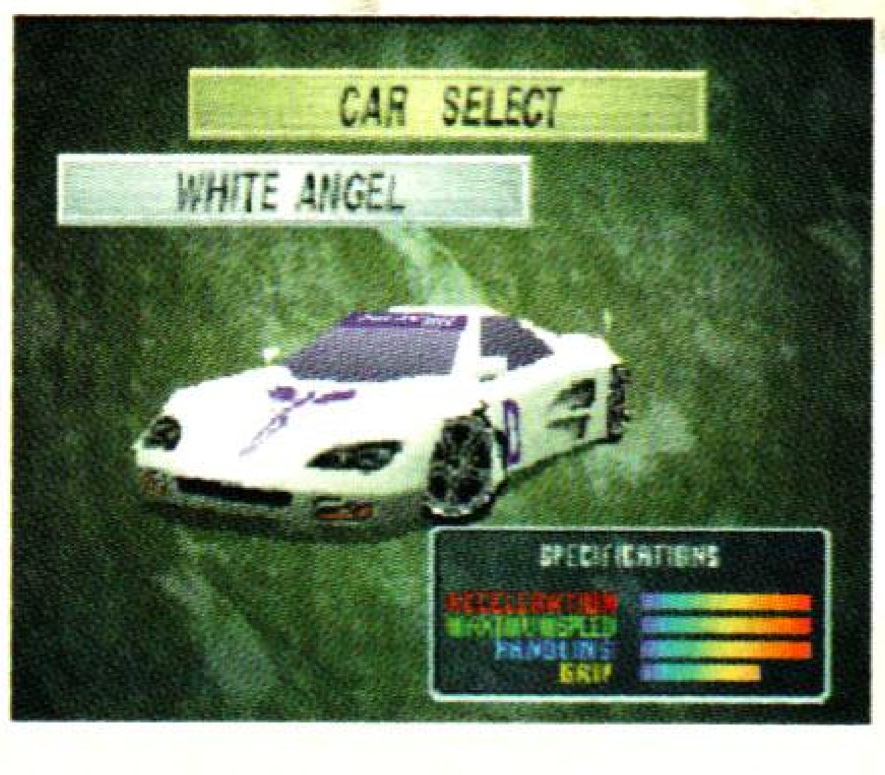
The end of 1994 marked the start of Namco's major foray into the console market. The success of Ridge Racer 2 was followed by the release of the first Ridge Racer on Sony's fledgling console after a surprisingly short six-month period of development. Such was the impact of the game that PlayStation Ridge

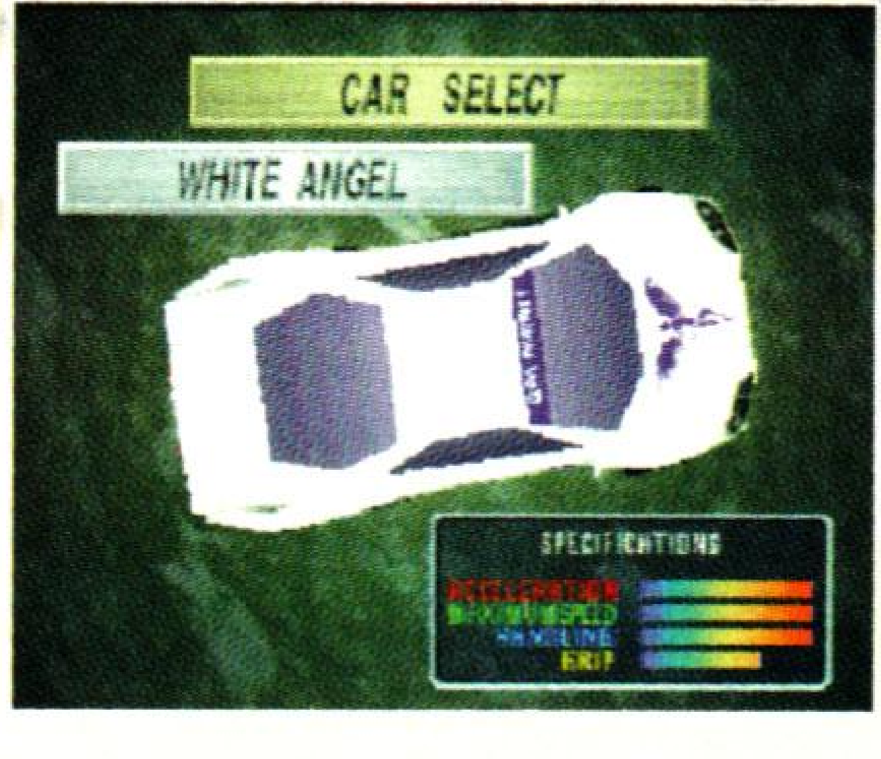
TIME
49
POSITION
09

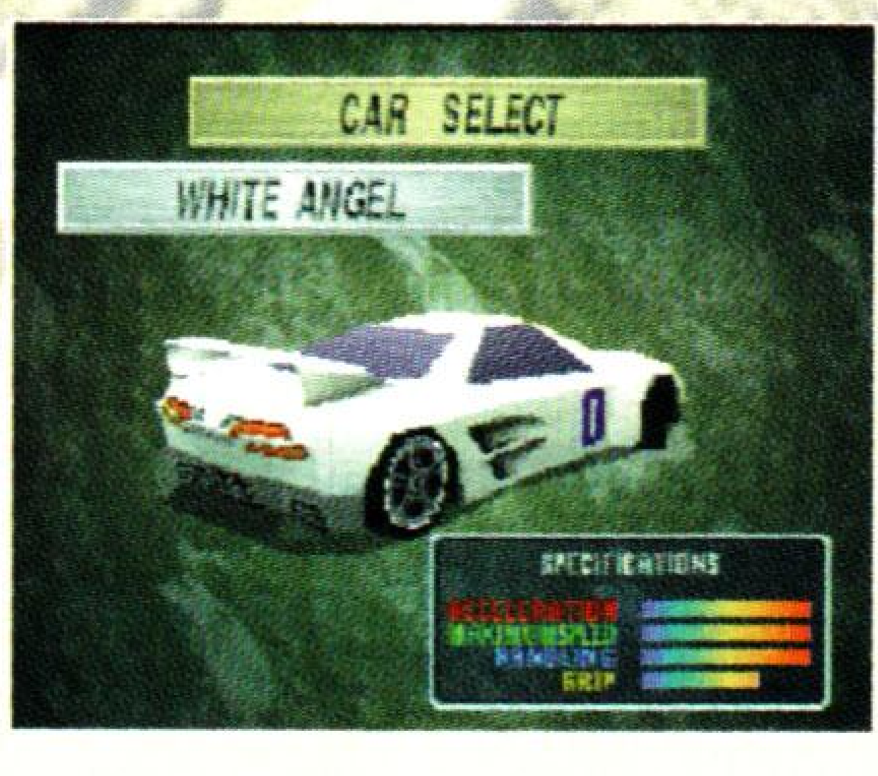


SELECT YOUR RACER AND ACCELERATE TO VICTORY!!

After selecting your preferred racing circuit, you may then choose your mode of transport from a selection of 15 different designs. Over the course of this extended play we shall detail each individual model and access racing capabilities as well as giving you informed personal opinions on each one. When you initially choose your sportster, flick through your choice of vehicles until your favourite has been picked, and then use the L1 and R1 shoulder buttons to rotate your car. Holding down either of these buttons speeds up your car's rotation, whilst up or down on the d-pad shifts the angle of view. Finally, hold L2 or R2 to move the front tyres before choosing transmission and speed setting.

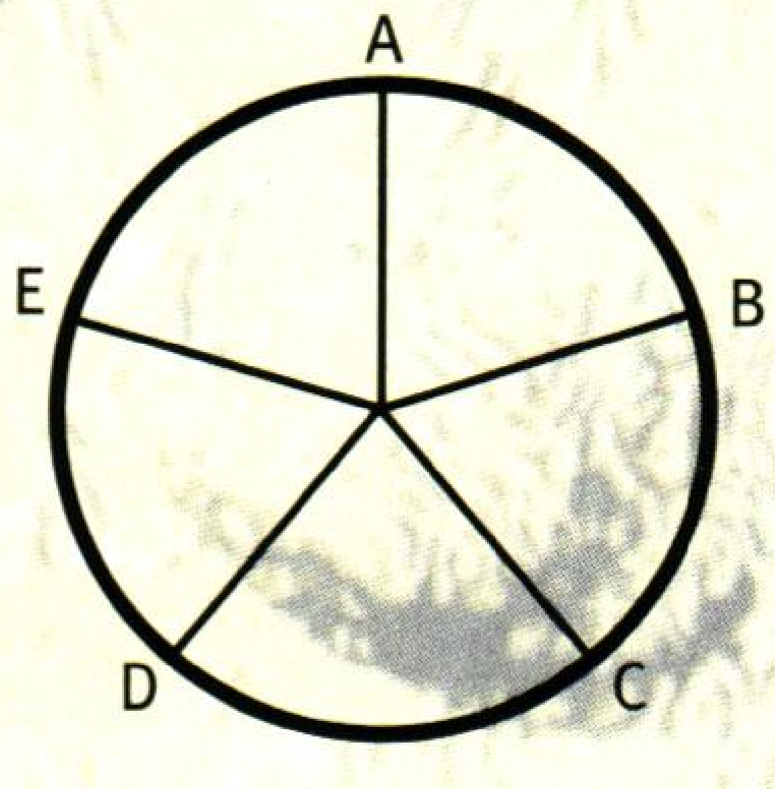


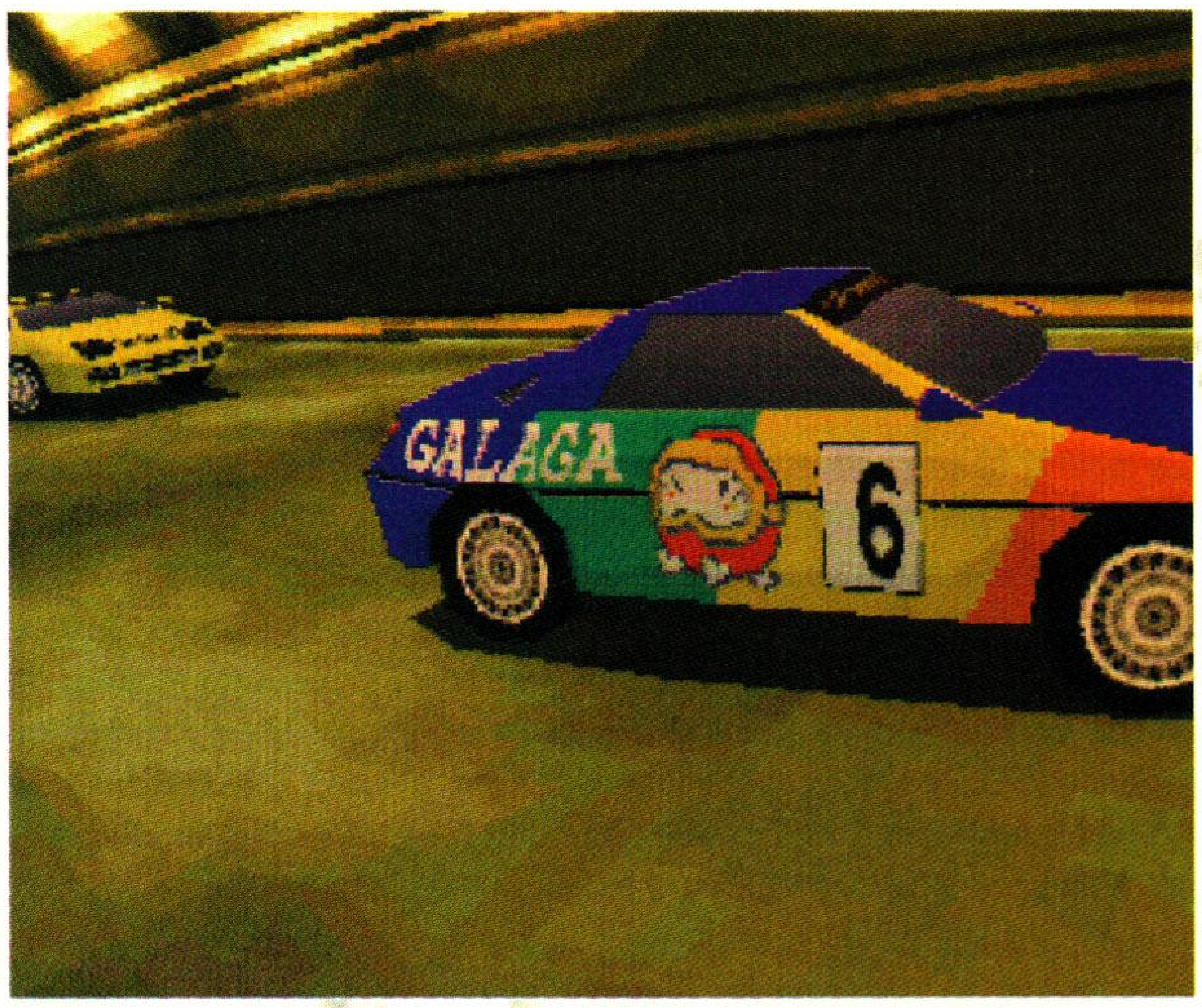




SPEC CHART

A - Top speed.
B - Acceleration.
C - Momentum.
D - Handling.
E - Grip.





Notice the wealth of detail on the sides of the RT Galaga Carrot (left). Now try to imagine it racing around a texture-mapped track at speed and you'll realise the excitement that Ridge Racer Revolution caused!

Racer sold the machine in Japan at least, and accounted for a large percentage of perceived interest throughout the world. Sony had shown the gaming world the power afforded by next-generation consoles, whilst Namco had given the public an almost arcade-perfect coin-op translation after a very short time. Despite slight graphical deficiencies, this was the coin-op version of the first Ridge Racer game, and all the playability and superb sensation of speed had been converted lock, stock and barrel. Now Namco and Sony could show the world exactly what the new wonder machine was capable of.

Whilst Namco beavered away on a real sequel to Ridge Racer in the arcades (which duly appeared as the awesome Rave Racer), those involved in development of new titles for the PlayStation began their work on a sequel, well aware that the whole world was waiting for this offering. Despite the phenomenal success of PlayStation Ridge Racer, many felt that certain elements could be improved upon, and expectant PlayStation owners formulated a wish list (such as another course, more intelligent computer-controlled vehicles and the absence of glitching) when a console sequel was announced. Then almost a year to the day since the Japanese PlayStation launch, Namco released Ridge Racer Revolution. Now with the official release looming, **MAXIMUM** takes this game apart in the second of our mammoth extended plays, and offers comprehensive tips, cheats and secrets for this first-rate driving experience.

You'll find a detailed account of all the features that make this game stand out from the crowd; advanced strategies for cornering and powerslides; a series of pointers for beating a human opponent in two player mode and a meticulous course guide of the three main tracks. Along with this, we have detailed all the available cheats, looked at every one of the fifteen cars and even a mini-reviewed the top ten music tracks! So without further ado, let us change into our rather attractive racing slacks, choose our state-of-the-art driving machine and pull up to the starting line to rev our engines!

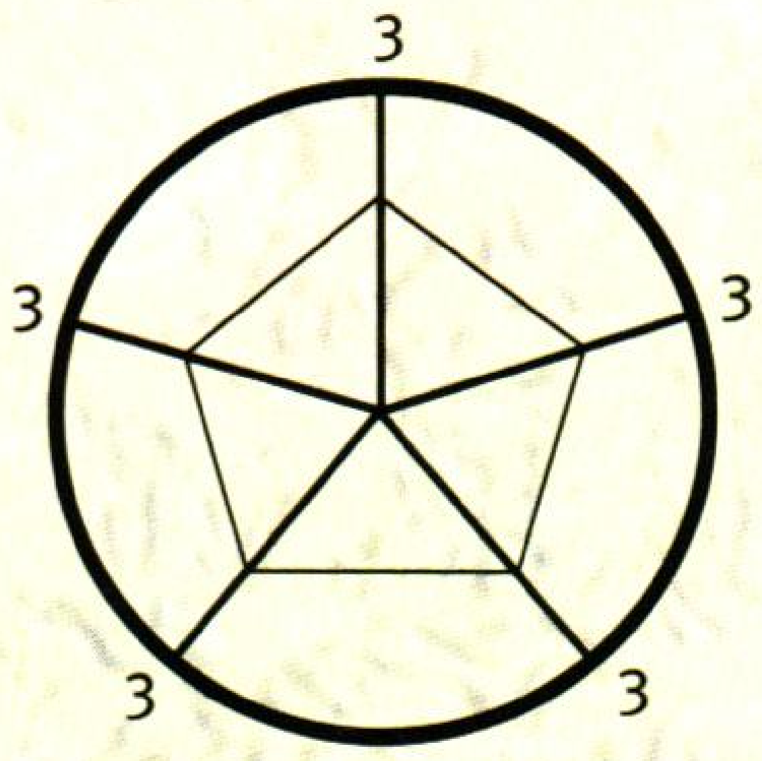
……

F/A RACING

TOP SPEED: 229 km/h
CAR #3

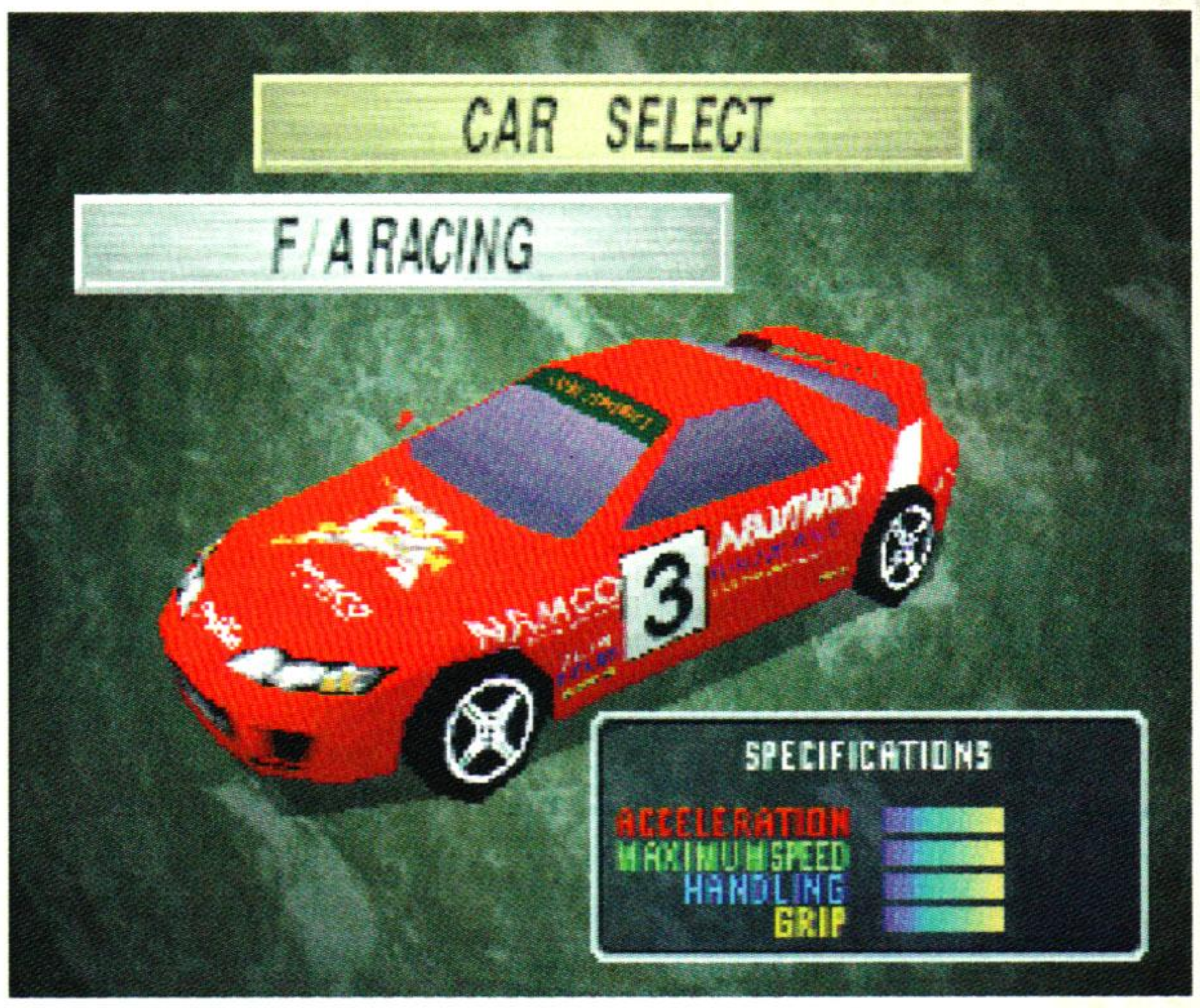
The F/A Racing is the ideal road vehicle for the beginner; and has featured in every Ridge Racer-related game that Namco have ever produced. The speed, grip and acceleration are all average, creating a perfect balance and a car that chugs along with little danger of crashing (or indeed, winning). Those approaching this game straight from the arcade original (where this car was the only choice) should benefit from choosing this good all-rounder, but always remember that quick lap times can never be achieved, despite a commendable top speed.

SPEC CHART



RIDGE RACER REVOLUTION

Namco's premier racer delivers a host of features!


CAR SELECT
F/A RACING
SPECIFICATIONS
ACCELERATION
MAXIMUM SPEED
HANDLING
GRIP

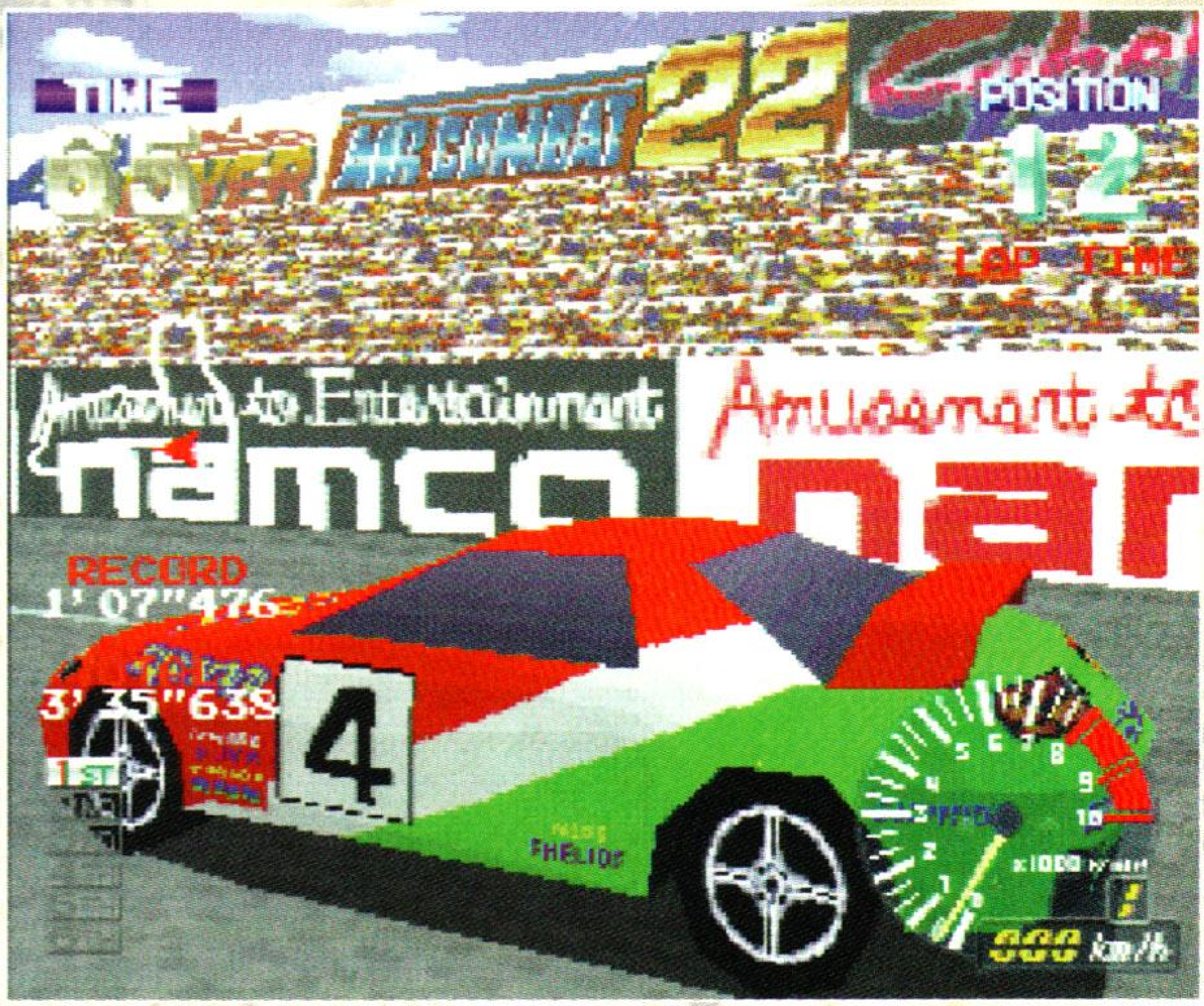
WADE THROUGH THE COMPREHENSIVE OPTION SCREENS!

The moment you start to experience Ridge Racer Revolution, you begin to realise just how many options and features this game really has. Once you've fiddled with the spotlight and watched the incredible speed of the polygon cars as they accelerate around the track, you should get to grips with the detailed options. Strangely, most of the real gameplay tweaks are included in the course and car selection, whilst the initial options screen allows you to change factors that don't really influence the actual gameplay mechanics at all.

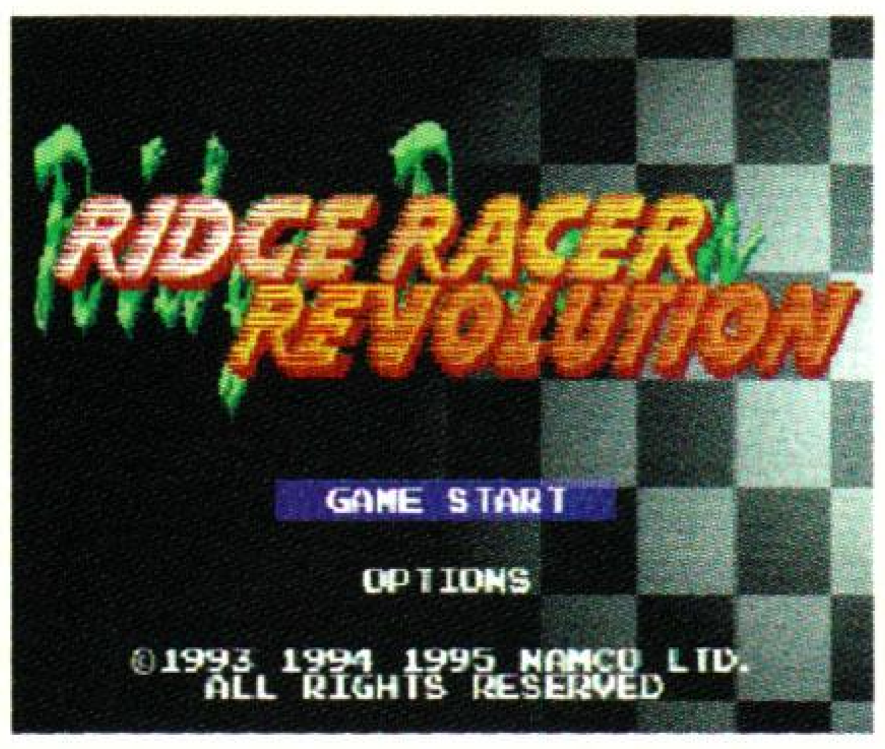
The first option allows the player to configure their joypad (or indeed, their NegCon) from four different presets. **MAXIMUM** has found the initial settings to work fine, but for those left-handed players who have a particular desire to press the circle button constantly should change their controls here. After you've checked your controls, move to the Volume Balance screen and adjust the sound effects (for those wishing to drown out the commentator) or the background music. Then you may listen to all eleven of the 'thumping' music tracks when you select the music player. A small CD player bar informs you of track you are listening to whilst all of the normal cars weave their way around a course. You may change the course by loading a different track and then returning to the music player, and you may also hide the CD player bar by pressing L1. It appears when you press R1. Finally, all your tweaks and changes can be saved to your memory card in the appropriate manner.

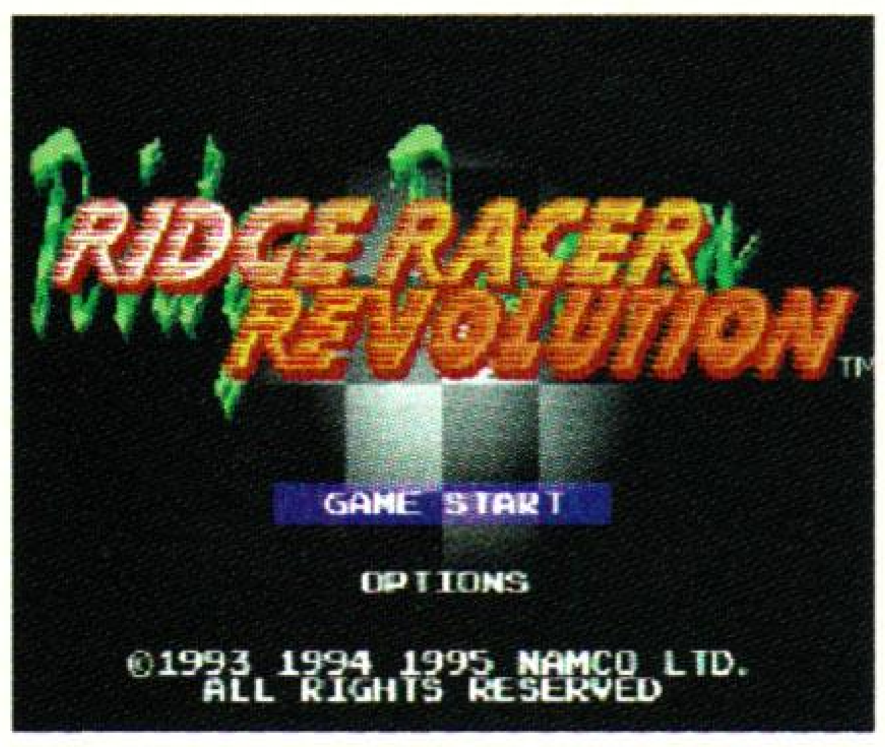
"Come on! pull up to the starting line and rev your engine!"

When you enter the game start screen, you are given four choices; to either exit back to the title screen; start the game with a preset car, course and transmission; choose your own selection; or view the records and change your in-game music track. The first two options are self-explanatory, and the third option is explored in more detail below. The fourth choice, however, allows you save or load a previous game once you've selected 'Records'. When the load/save screen appears, your game information should have up to for numbers or letters after the total time played. What do these strange digits denote? Well, they tell you how much of the game you've completed. The '8' indicates the extra cars have been obtained, the 'E' shows that you have successfully completed the first three courses (but not the extra three), whilst the 'D', 'K' and 'A' all signify that one of the Racing #13, Chibi Devil and White Angel are all present and correct. Once you've finished here, move to the third option and choose your track.

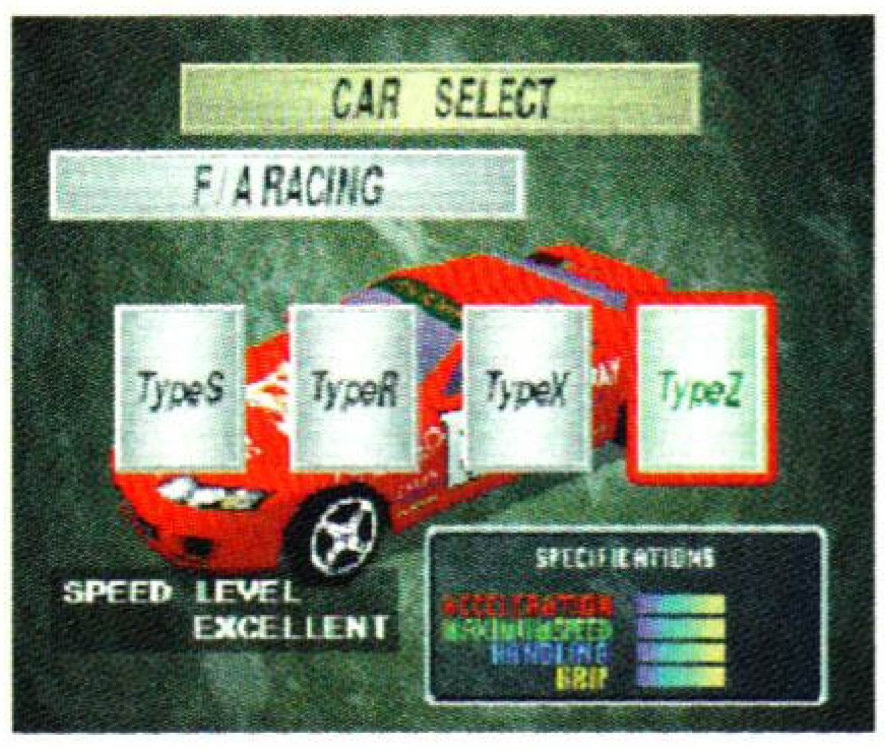

TIME
POSITION
1 2
LAP TIME
namco
RECORD
1'07"476

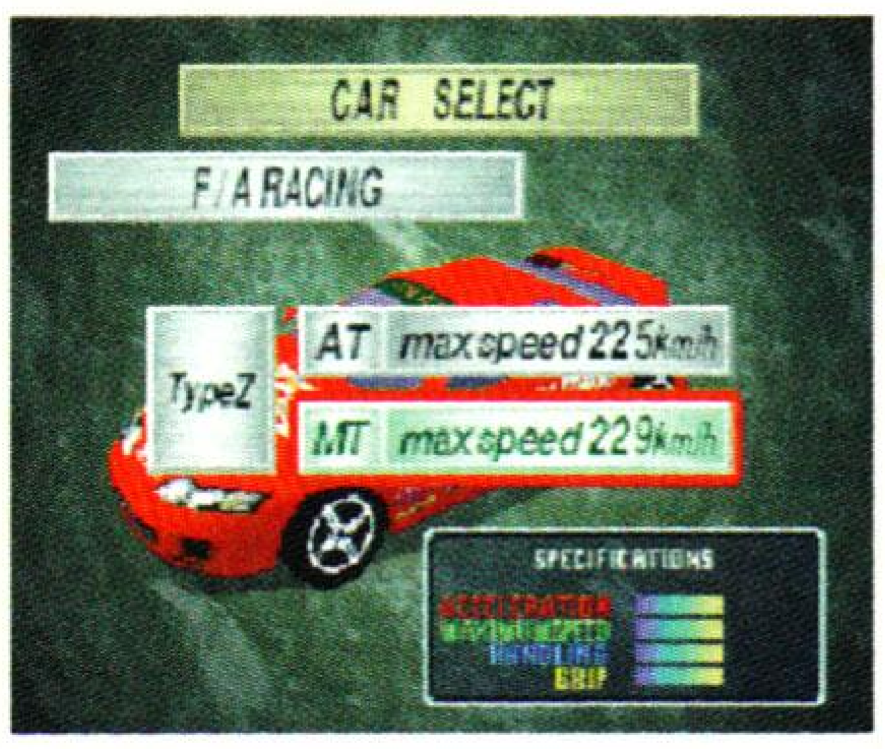
2 TITLE SCREEN MANIPULATION

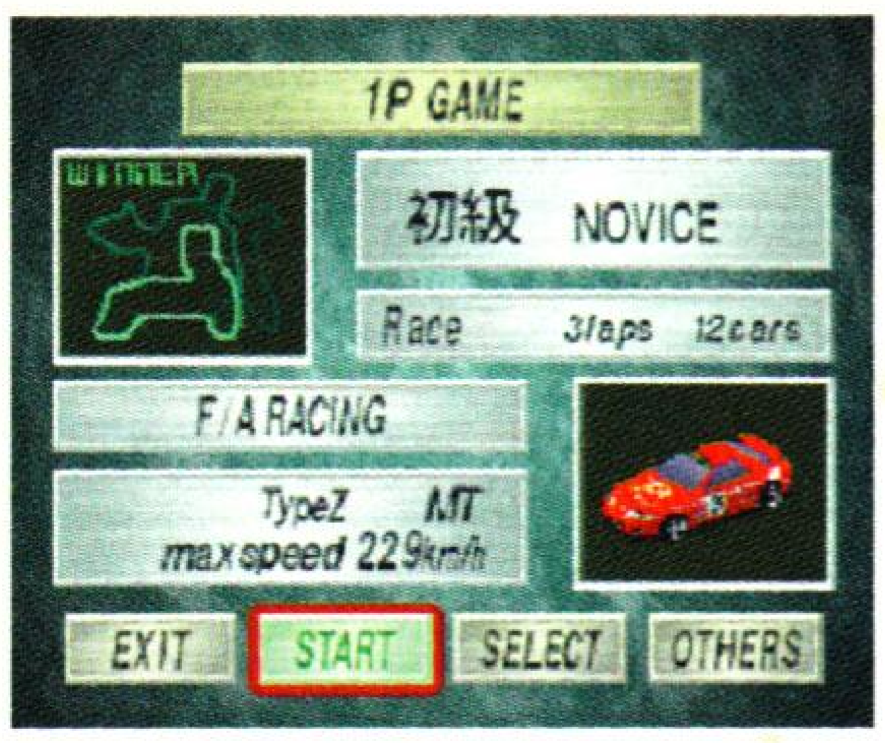

RIDGE RACER REVOLUTION
GAME START
OPTIONS
©1993 1994 1995 NAMCO LTD.
ALL RIGHTS RESERVED


RIDGE RACER REVOLUTION
GAME START
OPTIONS
©1993 1994 1995 NAMCO LTD.
ALL RIGHTS RESERVED

The title screen of Ridge Racer Revolution features a spotlight, and this can be moved and positioned in any way that you desire. The spotlight manoeuvring is controlled in precisely the same manner as the flag that appeared in the first Ridge Racer title screen, and this tweaking is for your own personal amusement only. Hold down any two of the four shoulder buttons when the title screen appears, and then use the D-pad to move the spotlight around the title screen. Press the Triangle button, and the spotlight decreases in size, whilst the X button enlarges the spotlight until the whole screen is filled with a chequered pattern. Not the most exciting of all the Ridge Racer Revolution cheats, but one that appears nevertheless.


CAR SELECT
F/A RACING
TypeS
TypeR
TypeX
TypeZ
SPEED LEVEL
EXCELLENT
SPECIFICATIONS


CAR SELECT
F/A RACING
TypeZ
AT maxspeed 225km/h
MT maxspeed 229km/h
SPECIFICATIONS


1P GAME
WINNER
初級 NOVICE
Race 3laps 12cars
F/A RACING
TypeZ MT
maxspeed 229km/h
EXIT
START
SELECT
OTHERS

* * *

GALAXIAN
RYUKYU
DRUAGA
4

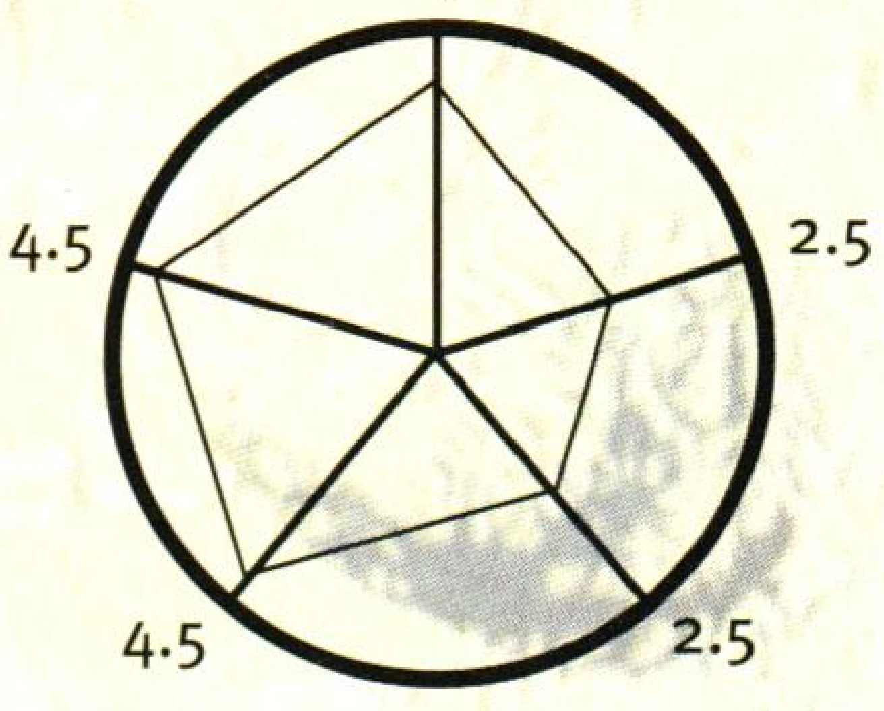
RT RYUKYU

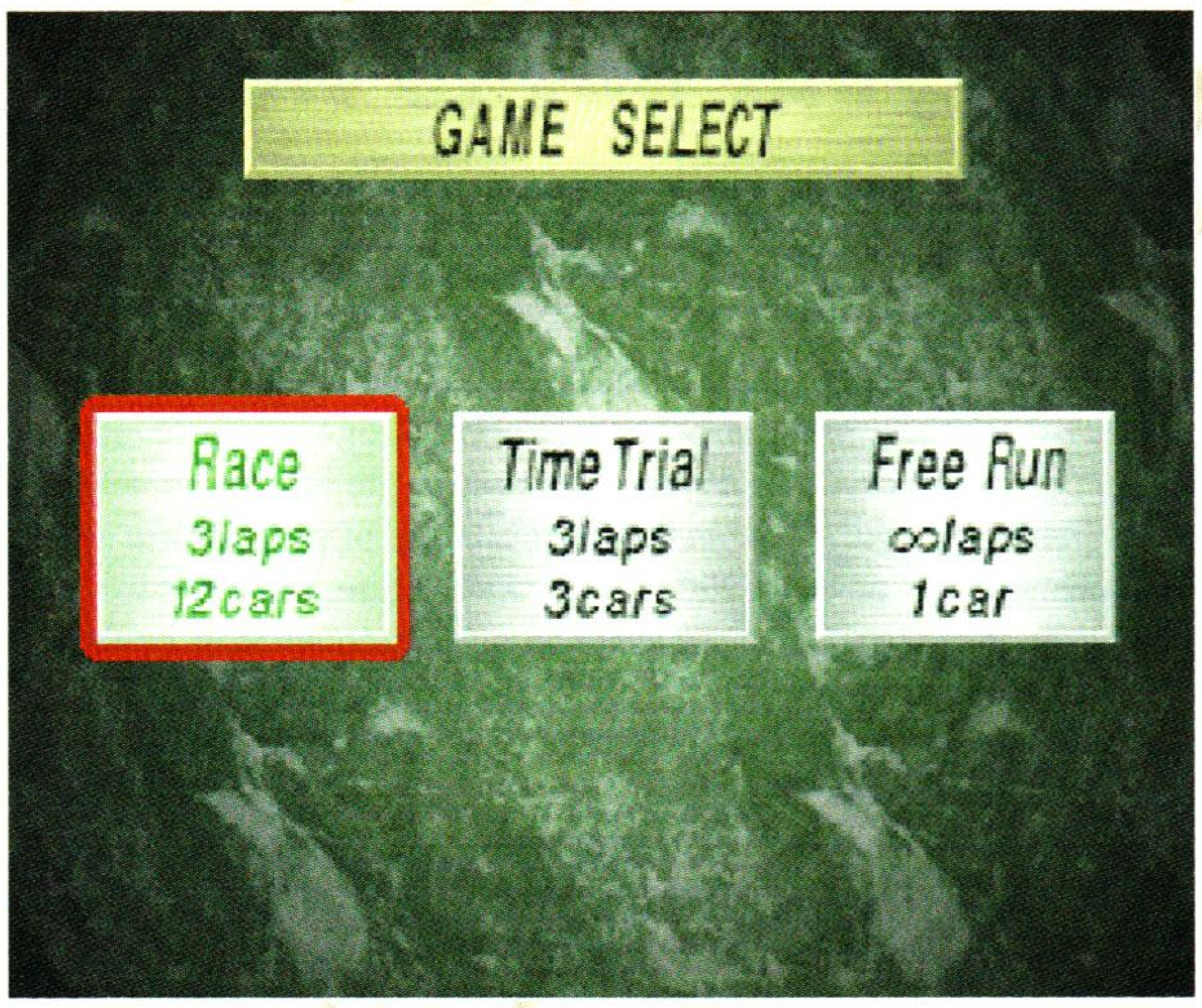
TOP SPEED: 227 km/h
CAR #4

The RT Ryukyu is perhaps the other choice for the newcomer to Ridge Racer, and is one of the four initial cars to choose. Although not the speediest cars by any means, this has excellent grip and handling, and is ideal for those without any wish to powerslide. A good car to start with, but one that lacks much excitement as the powersliding ability is poor. The Ryukyu might be rather unsuitable for drifting, but for a spot of cornering at speed, you can't beat this for traction. This is the roadster to familiarise yourself with before graduating to more powerful vehicles.

TIME
POSITION
12
RECORD
TOTAL

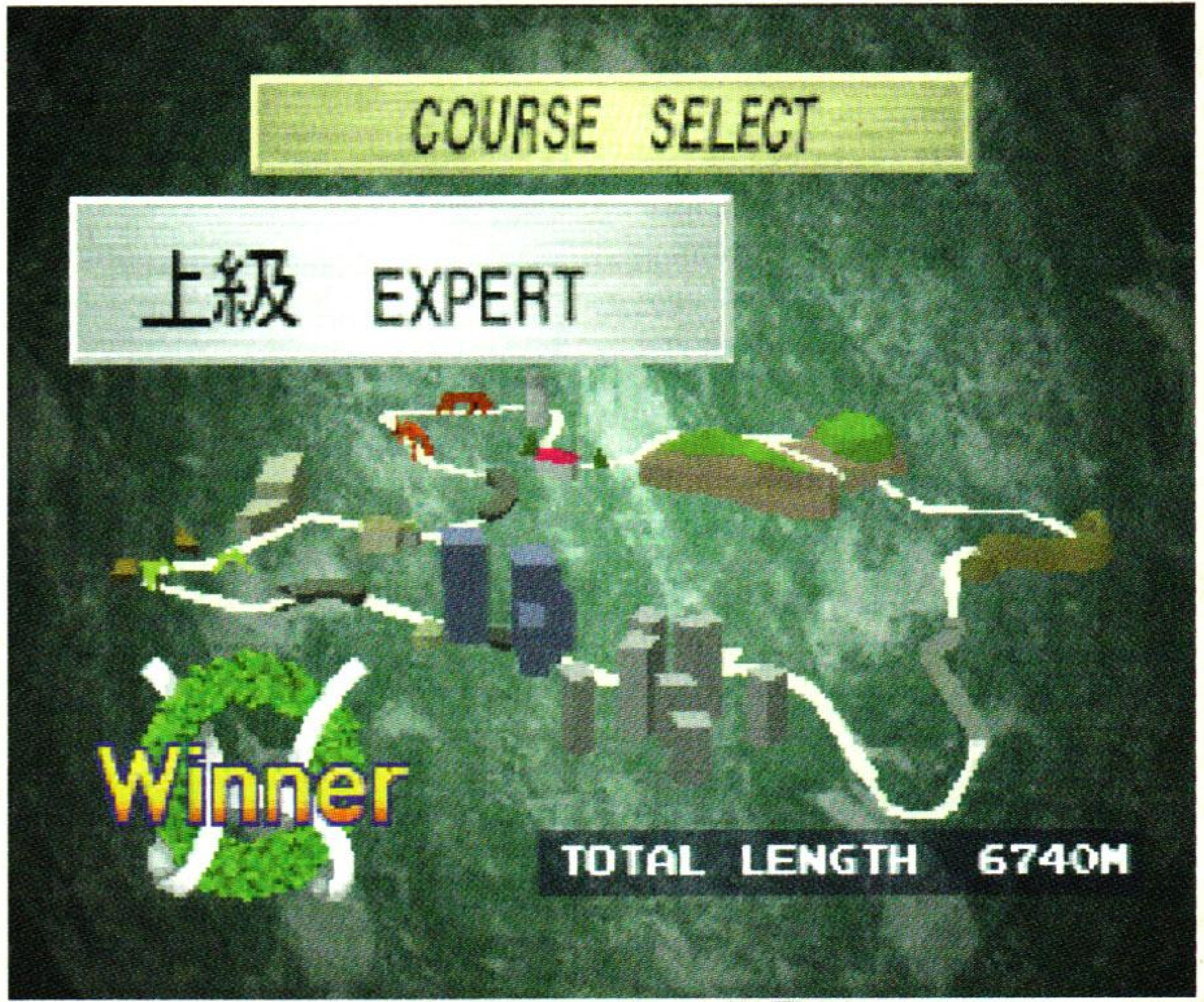
SPEC CHART





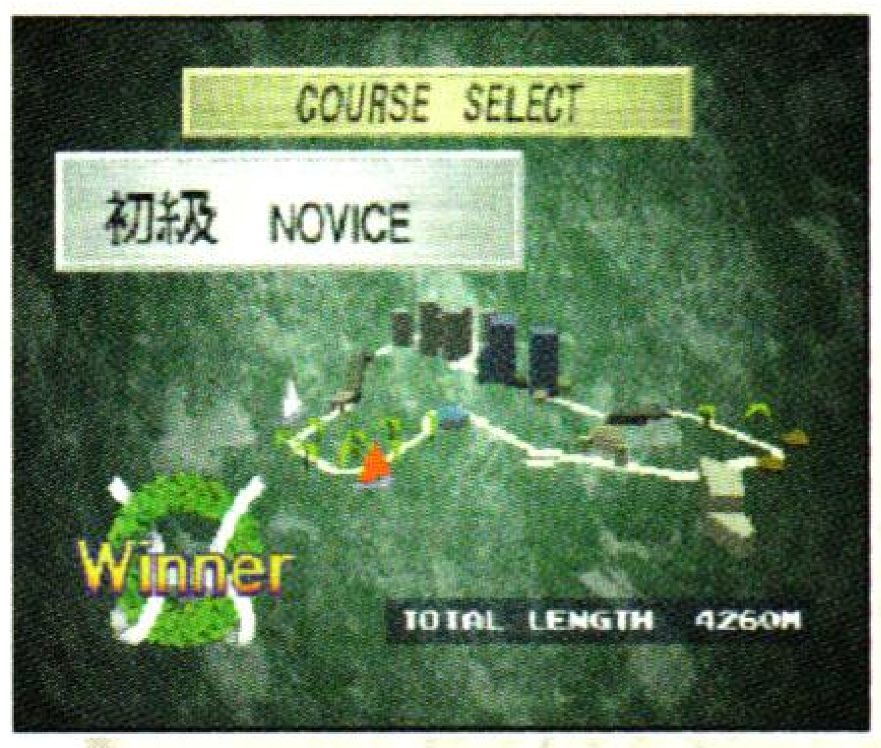
CHOOSE YOUR ROADSTER WITH HASTE! THE RACE IS ABOUT TO BEGIN!

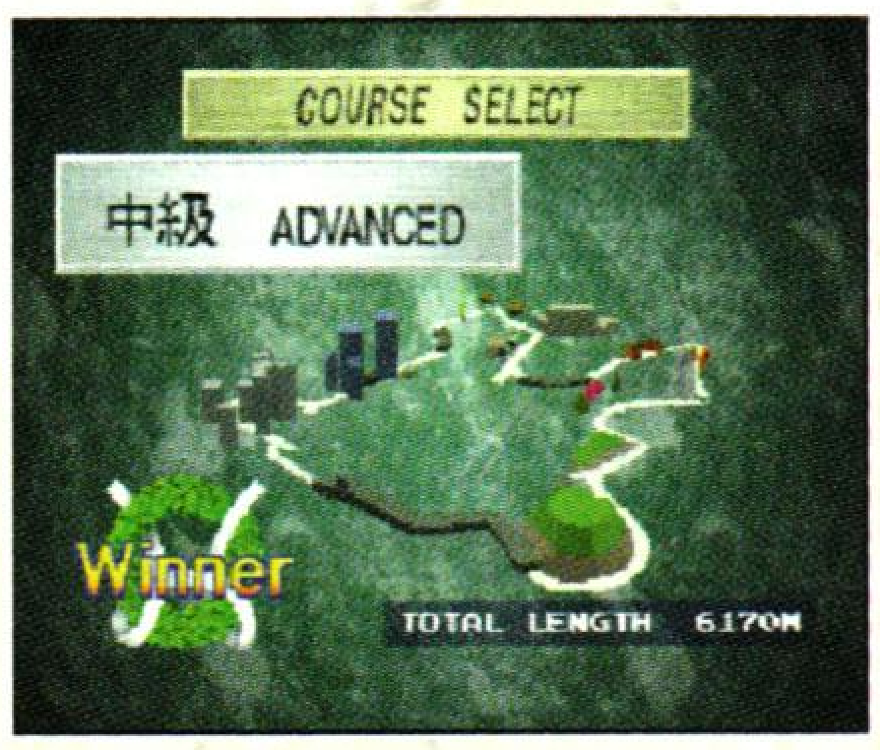
Now the time is right to make those all-important decisions, like which of those sporty roadsters to manhandle around! Firstly, choose your racing circuit from a choice of three tracks (or six once you've secured victory on the first three). Next you should select the type of game you want to play; a normal race with 12 cars vying for the trophy; a time trial where you race against one other competitor (that is joined by a supernatural vehicle after you've won the first three courses); or a free run race where there are no other vehicles at all and unlimited laps. The latter is reserved for practising your powerslides and cornering.



Then choose your vehicle (referring to our detailed car guide) and ponder over your four different speed settings (ranging from S for the novice to Z for the championship contender). Remember that computer drones become increasingly hostile, manoeuvrable and speedy depending on your setting, and then finally choose either automatic or manual gears. **MAXIMUM** recommends that profession Ridge Racers should select manual transmission as you have more control over your car; especially at corners when a powerslide could turn into a close encounter of the walled kind. Manual gears allow the player to adjust speed depending on the situation and to change up gears whenever they wish (ideally at a count of 6200 revs), whilst automatic transmission is ideal for the beginner as you only need to concentrate on cornering and forget about coming a cropper in the gear stakes.

Cruise around a cavalcade of cunningly designed courses!





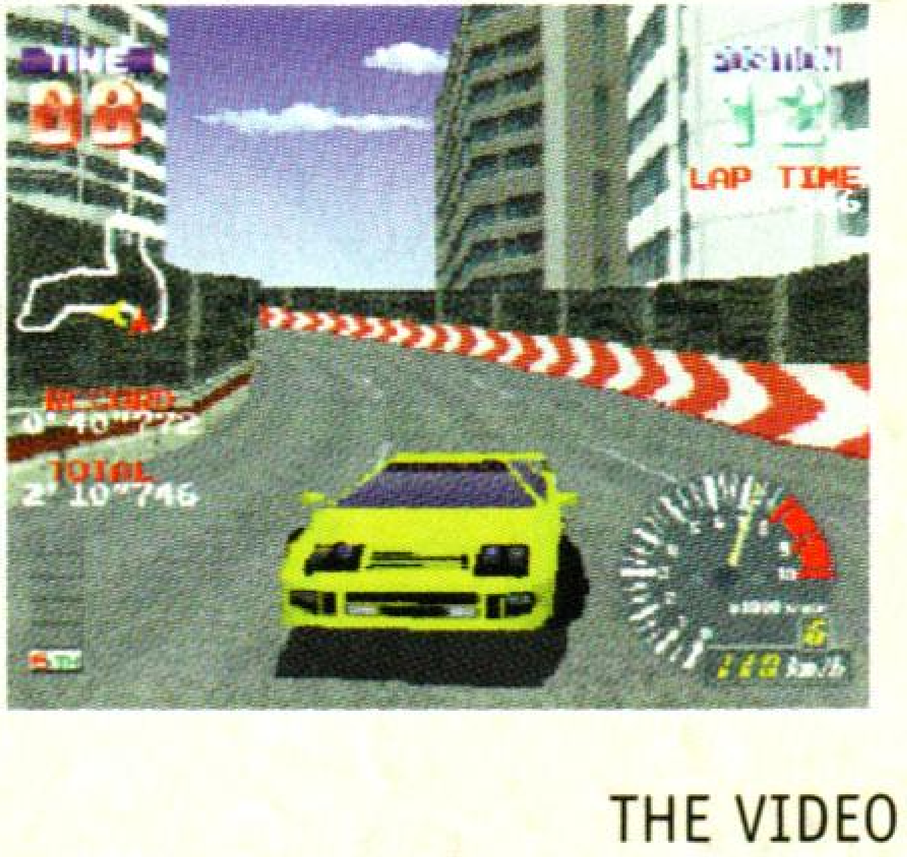
The track options aren't limited to the first three tracks, as any professional Ridge Racer knows. Note that once you've completed a race in first place, you receive a small winner's wreath to signify your driving prowess (above).

CHECK POINT

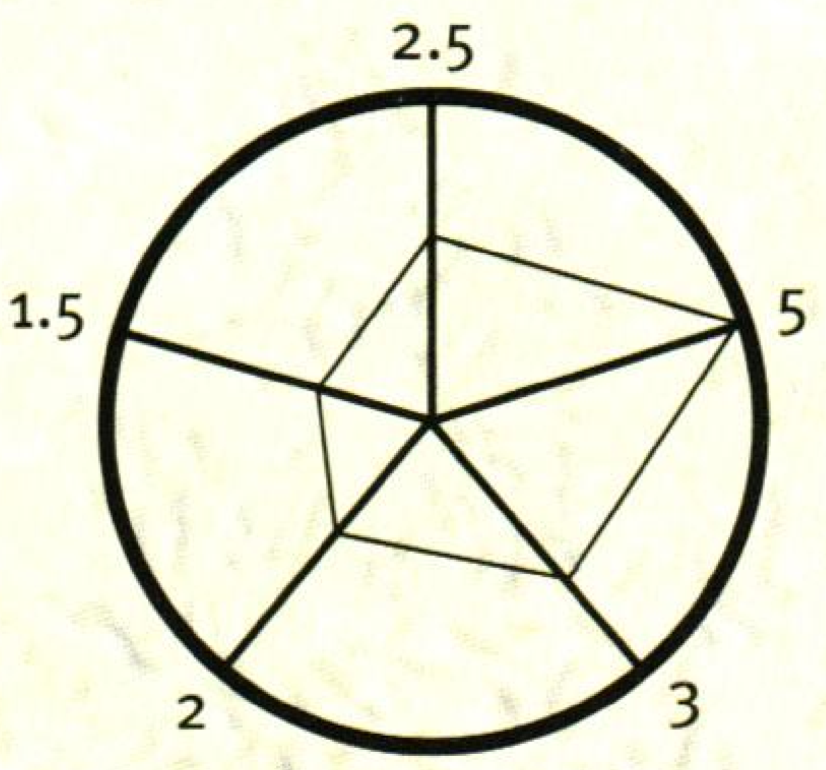
RT YELLOW SOLVALOU

TOP SPEED: 238 km/h
CAR #2

Despite the excellent acceleration, the Yellow Solvalou is let down by a low top speed and very poor handling and grip (which incidentally, makes it ideal for powersliding and advanced cornering techniques). The understeering in mid-powerslide is also very strong, so you should make sure you can perform a deft bit of car spinning before attempting to clamber into this vehicle. Use any of the Solvalou cars in your never-ending quest for the perfect powerslide, but bear in mind that many of the corners of the more difficult courses require severe wheel wrenching!



SPEC CHART



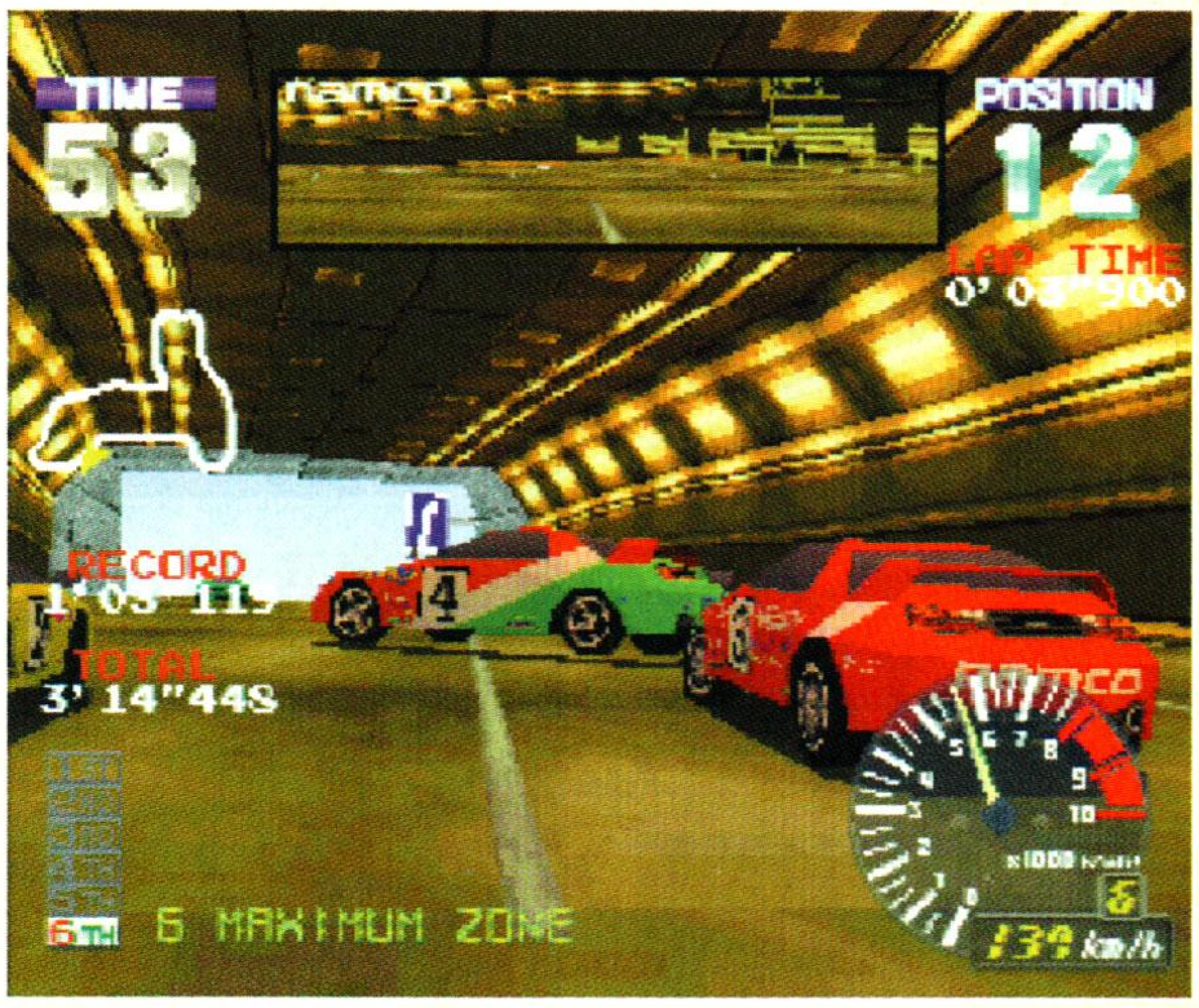
RIDGE RACER REVOLUTION

The race has begun! Use the in-game features to your advantage and wheelspin your way to victory!

3 SECRET CARS

Ridge Racer Revolution improves on the first offering by incorporating three hidden cars; the infamous 13th Racing (or Devil car) and two newcomers; the 13th Racing Kid or Chibi Devil and the awesome White Angel. To select any of these three supernatural roadsters, certain stipulations must be met. You must firstly complete the three courses in normal racing mode. After the appropriate ending, you must switch to TT racing and begin to race again. Now instead of a two-car race, there are a total of three cars (including your model), and the third newcomer is one of the supernatural trio. The 13th Racing appears on the Novice track, while the Chibi is challenged on the Advanced course and the White Angel streaks past you on the Expert track.

To select each car, you must beat it on TT mode. To achieve this, pick your favourite car (the **MAXIMUM** team's being the Galaga RT Carrot) and the select the normal Novice TT course (not the reversed version as it is much trickier to win) and beat the Devil Car by driving like a racing legend. Remember to use that back mirror! After the victory, choose the 13th Racing and select the Advanced course, beating the Chibi with ease, before facing the White Angel in a duel to the death!



TIME
62
POSITION
2/3
RECORD
TOTAL

TIME
54
POSITION
12
RECORD
TOTAL

TIME
POSITION
CHECK POINT
RECORD
TOTAL

FRONT BUMPER OR BACK SPOILER - WHICH VIEW IS FOR YOU?

Once you've decided on your ultimate driving machine, the race itself can begin. Like the first PlayStation offering, Ridge Racer Revolution offers the player a choice of two viewpoints; the interior or exterior view. The interior view is from the front bumper of your vehicle and is the only way to experience Ridge Racer Revolution. From this vantage point, you may time your cornering to perfection without having to worry about traffic behind you; as there is a rear-view mirror to aid you in your task (an excellent addition that stems from arcade Ridge Racer 2). The exterior view is more of a problem, as you aren't able to gauge corners with great accuracy until you become supremely proficient. The exterior view is ideal for showing powerslides and spectacular skidding manoeuvres (as the section on tactics demonstrates), but the real Ridge Racer should learn the ropes by employing the former viewpoint.

"HEY... HE'S RIGHT ON YOUR TAIL! GET READY TO BLOCK!"

As mentioned earlier, the rear-view mirror is a godsend to the Ridge Racer player, and is especially important for those wishing to better the likes of the Devil Car. Apart from being a small graphical triumph, the rear-view mirror enables the cunning and professional driver to block opponents as they try to pass. This gives you the edge when viewing the action from the interior as you can serve with ease and still keep a roving eye out for forthcoming bends. The mirror is vital for keeping your hard-fought winning position! Note also that the mirror can be turned off for those players wishing to drive around the course in the same manner as the first Ridge Racer. Pointless but fun!

Race around all the Revolution tracks in mirror mode!

As they managed for the first PlayStation version, Namco have included a special mirrored version of all the available tracks. This is accessed by a simple secret (detailed elsewhere in this feature), and as you might expect, this allows you to race around a mirror image of your chosen course. This excellent addition essentially adds a further six different circuits to your racing roster, and all tracks benefit from reversed inscriptions on the hoardings and the cars themselves sport mirrored decals.

THREE EXTRA COURSES AWAIT THE MASTER OF RIDGE RACER!

For the true professional Ridge Racer, these three extensions to the main circuit allow even more frantic driving as the track remains the same, but the tracks are played in reverse. **MAXIMUM** has playtested these courses extensively, and found them to be even more of a challenge than the original ones, but our track tips (detailed later in this feature) apply just as well here. When you begin your advanced driving experience, you'll soon realise how much more intelligent the computer opponents are; as they nimbly cut you up at every opportunity. Just try selecting any of the normal cars and try the advanced or expert course for the race of your life!

TIME
95
EXTRA
POSITION
12
RECORD
TOTAL

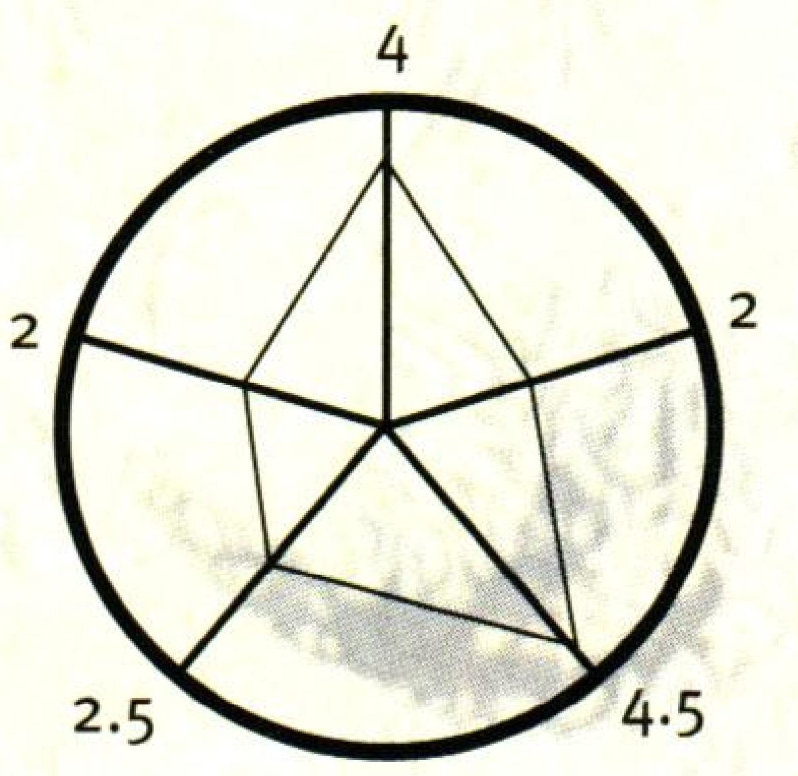
RT BLUE SOLVALOU

TOP SPEED: 251 km/h
CAR #12

Despite problems with low level acceleration, the Blue Solvalou appears to be the most favourable of the four initial cars, as the handling and momentum sets it apart from the Yellow version. This is one of the most popular cars (indeed, the Japanese press are warming to this particular model) as the top speed is one of the finest seen in the normal selection of cars. Use this over the yellow version when practising, as the extra top speed is a godsend, as is the ability to powerslide very easily, as this (like all of the other similarly-designed cars) is a powerslider's dream.

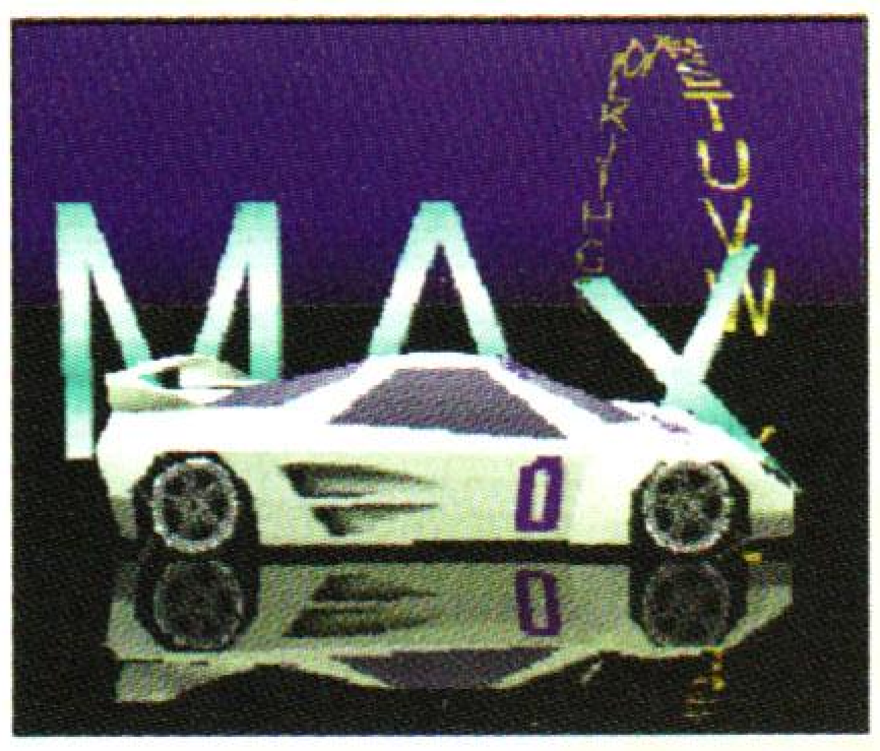
TIME
14
POSITION
12
RECORD
TOTAL

SPEC CHART

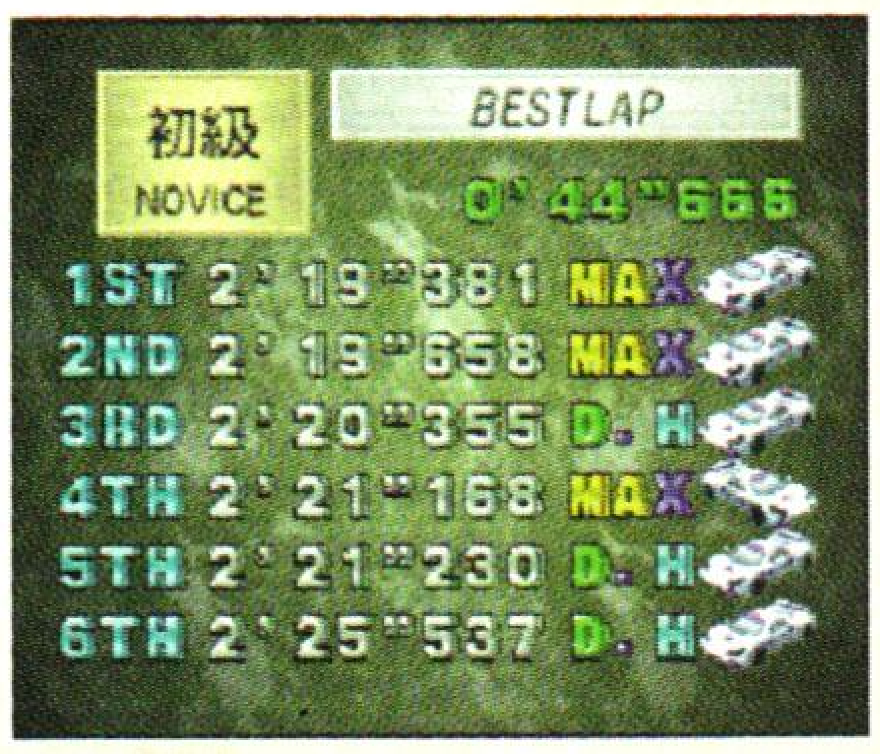


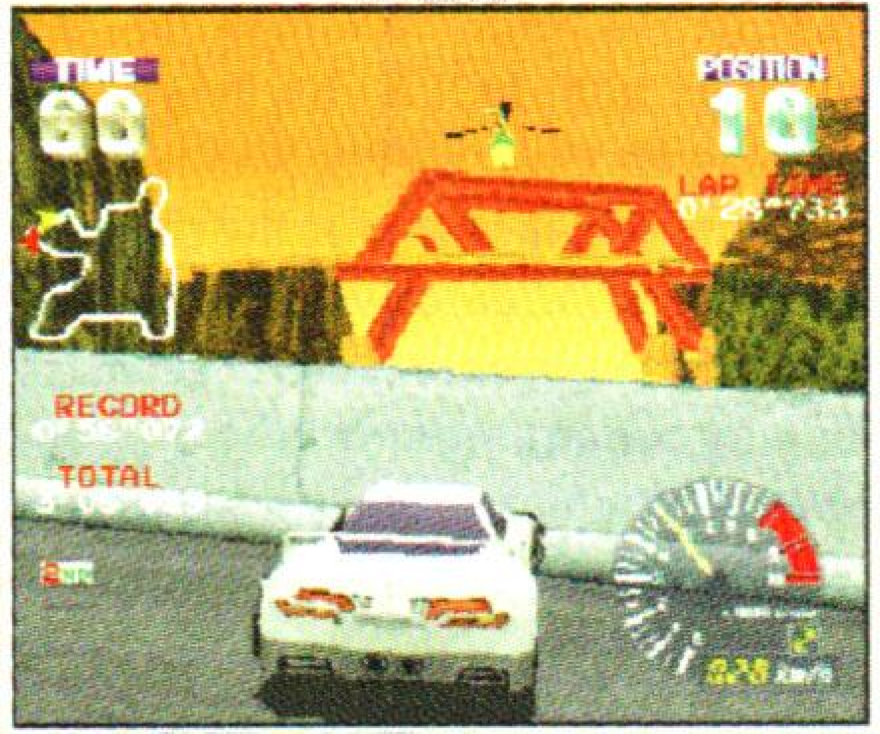
MARK YOUR RIDGE RACER REVOLUTION PROWESS ON THE HIGH SCORE TABLE!

Prove to your contemporaries that you have the necessary skill to complete the TT course in record time by writing your initials in the high score chart. Once you've achieved a winning race, you are greeted with a marvellous dark blue screen with a rotating car and soft music. From here, you may insert your initials that are displayed in the high score charts for all to observe. There are six high score charts for all the different tracks, and a final nice touch occurs once you complete a TT course in mirror mode as your car icon flips over to indicate this fact.



Those professional enough to complete the Time Trial mode in an impressive manner are treated to a rather pleasant name entry screen (left) while a woman burbles to herself in the background. Then your time is forever displayed on the high score chart (below left).


初級
NOVICE
BESTLAP
0' 44"666
1ST 2' 19"381 MAX
2ND 2' 19"658 MAX
3RD 2' 20"355 D. H
4TH 2' 21"168 MAX
5TH 2' 21"230 D. H
6TH 2' 25"537 D. H

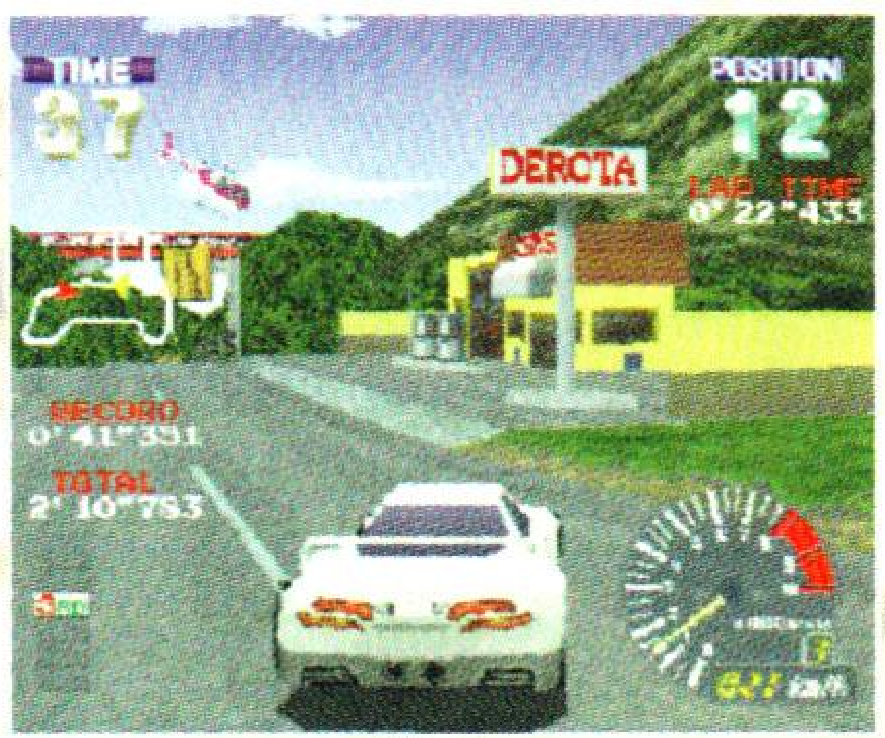


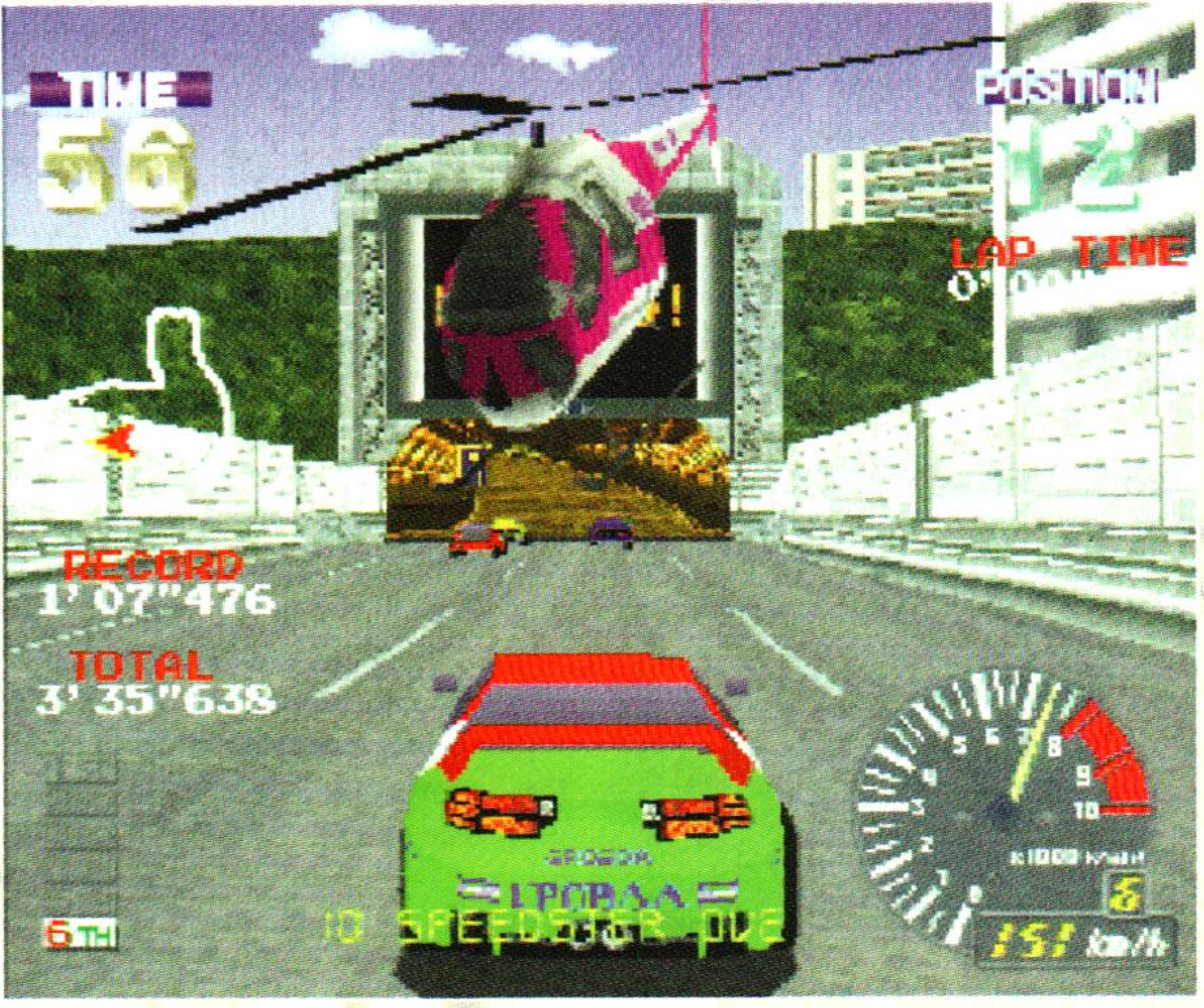
A WEALTH OF SCENIC TOUCHES REALLY BRING THIS GAME TO LIFE!

Another of the features that sets Ridge Racer Revolution apart from lesser titles are the numerous scenic features that this game has. Part of the thrill of the race is not only the dash for the finishing line, but the observation of all the different touches that the Namco developers have included in order to make your competition all the more enjoyable.

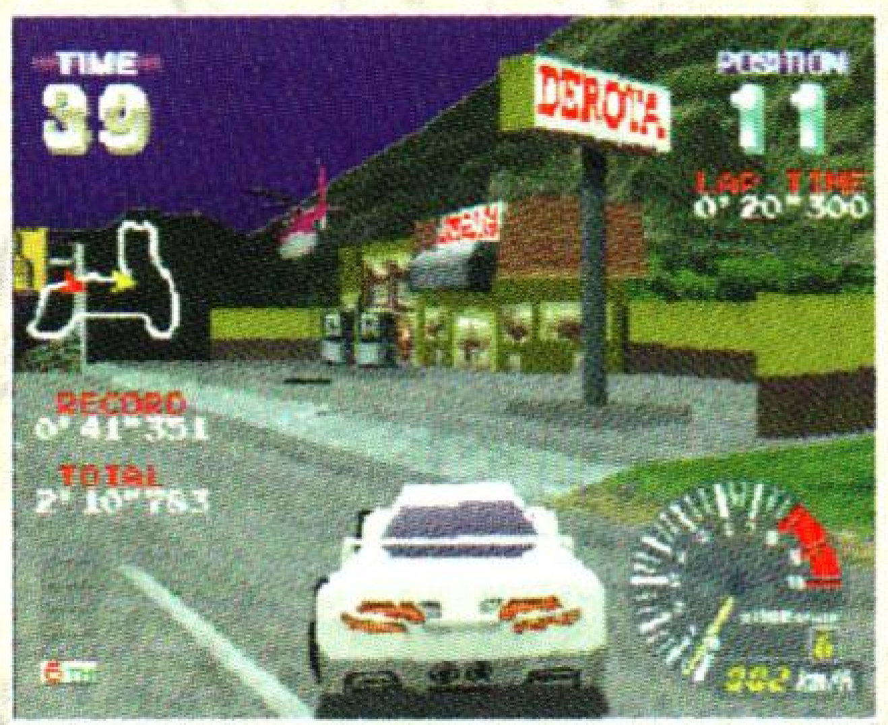
As you'll notice when you begin your drive to victory, a large Namco projection television has been bolted to the tall skyscraper when your race starts, and plays a variety of encouraging messages whilst a number of classic game characters run about the screen. Also look for the increased detail on the car decals, as each vehicle has benefited from greater texture-mapped adornments, and all of which advertise Namco products such as Rave War (Tekken) and previous classics such as Dig Dug and Mappy. A final graphical feature is the ability to view the second orange steel bridge from the first one (provided you're in external mode) and proves that Namco have tried their very hardest to minimise 'block-in'.

In keeping with the first Ridge Racer, there are numerous aircraft that fly about you, observing your progress. At the start of your race, a helicopter flies about, and follows you throughout the race; and it changes colour depending upon which course you select. The choppers are coloured pink, green and purple, but also watch for a yellow helicopter as well. Once you've begun your race, look out for two different aeroplanes that follow that same flight pattern, and two blimps that constantly change their position. Another excellent addition is a mono-rail that passes over you before you enter the finishing straight of the expert course, and also watch for the skyscrapers as one is based on Namco's Japanese headquarters. The final touch are the different lighting effects of the buildings depending on whether you pass them in daylight or at night. Simply park your roadster near to the large hotel (or in the cityscape section of the expert course) and watch the buildings illuminate as dusk approaches. One final tidbit of information that we gleamed from our extensive play session was a hidden pool with a flock of seagulls resting on it. We also were rather pleased with the all-new billboards on the original Ridge Racer course; notably the Rave Racer and Tekken 2 advertisements. All marvellous stuff, we think you'll agree.





TIME
31
POSITION
12
DEROTA
LAP TIME
0' 28"333
RECORD
0' 41"351
TOTAL
2' 10"783



GALAXIAN
15

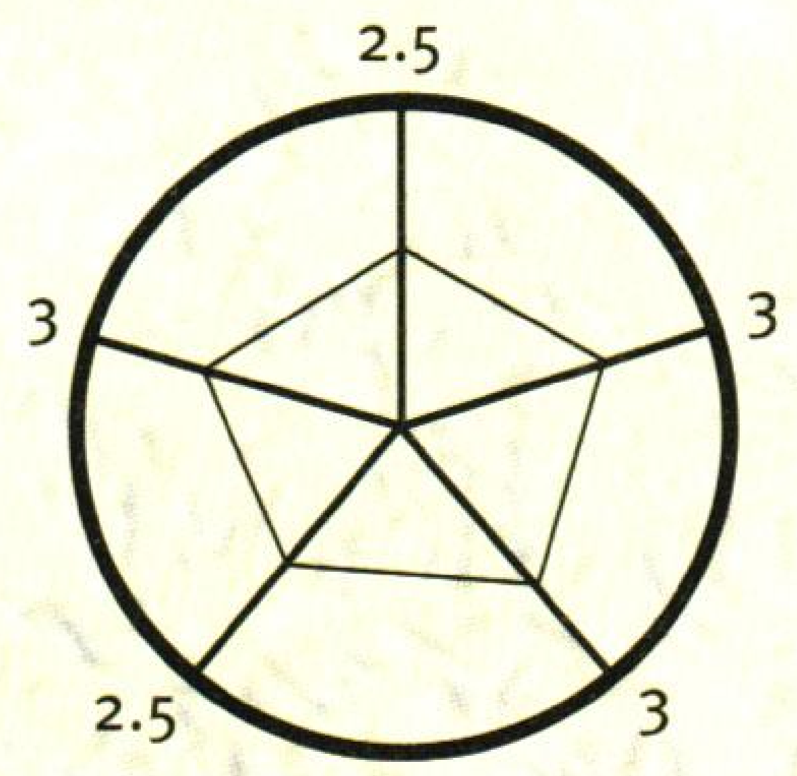
RT PINK MAPPY

TOP SPEED: 230 km/h
CAR #15

A real tragedy of a car is the unfortunate Pink Mappy; a vehicle with very little to recommend it at all. With a chugging top speed and no outstanding features whatsoever, this is definitely the joker of the pack, and really doesn't need to be driven at all. Handling is pretty disgraceful, and even the average grip means that spectacular powerslides are out of the question. This is one car to leave well alone, as the Blue Solvalou or the Galaga RT Carrot are a much better bet. Still, for all the failings, this car does stand out from the crowd, but for all the wrong reasons.

TIME
21
POSITION
12
LAP TIME
RECORD
TOTAL

SPEC CHART



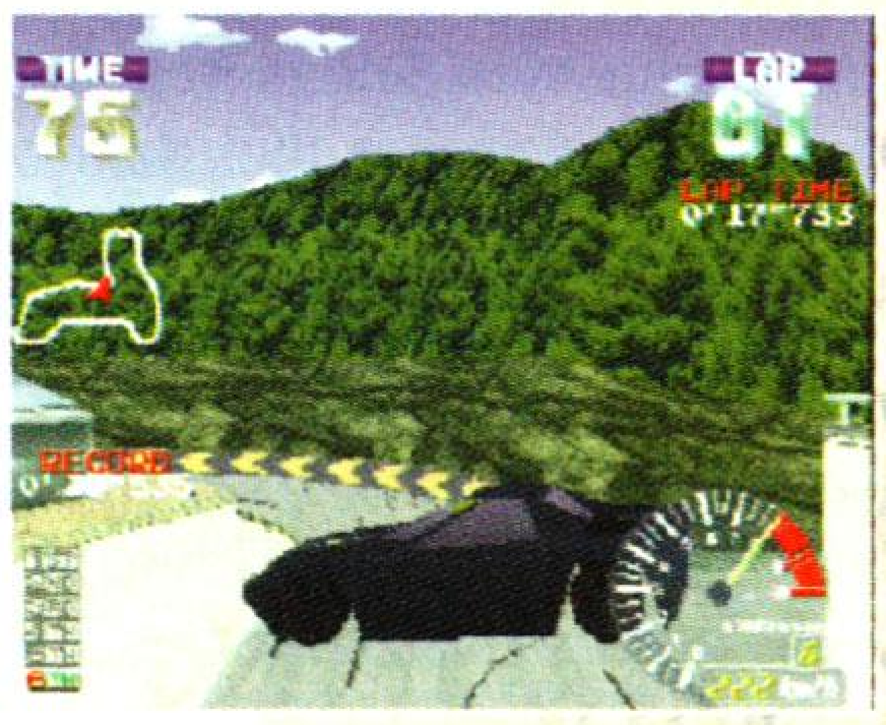
RIDGE RACER REVOLUTION

Use a host of tactics to become the true RIDGE RACER champion!

There are certain ways to attain a true champion status in Ridge Racer Revolution, and the following pointers should make your races all the more thrilling and speedy. These techniques are easy to learn, but some require a great deal of practice to get just right. Remember to choose manual gears, as this gives you extra controllability and a better top speed, but for the amateur, automatic gears do help you when accelerating out of corners and powerslides. Such techniques also benefit you when you decide to challenge all-comers in a two player link-up frenzy to prove your worth in the racing arena.

PUT YOUR FOOT TO THE FLOOR AND SPEED INTO THE LEAD!

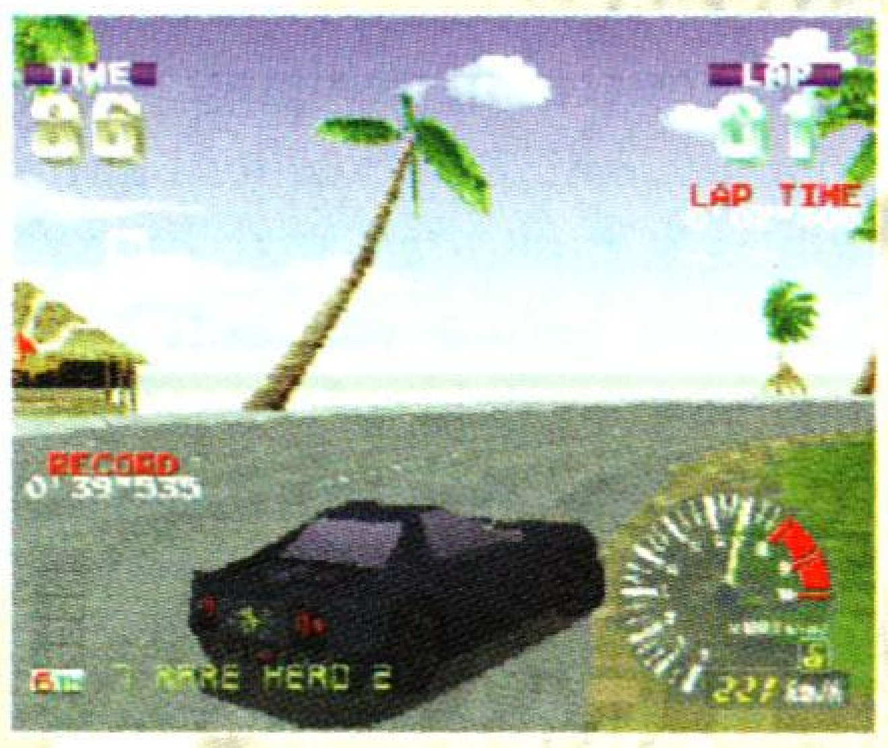
Achieving a perfect racing start is vital for both one and two player races, as a quick acceleration up to top speed allows you to catch up to the rest of the field after only a couple of corners. The perfect start is obtained by revving constantly at around 7000rpm whilst the countdown is in progress. You should then zoom away, changing to second gear almost immediately, and changing up the gears when your rev counter reaches 6200rpm. Remember that certain cars accelerate at different speeds (as you can tell from our car information charts), so gauge the change from first to second gear with care. With practice, you should be able to pass the first four cars and slide into eighth position by the time you pass the right-hand corner after the large beachside hotel. From then on, a constant speed and good cornering techniques are a must (especially when racing at the higher speed settings) if you are to become the victor in this tense championship!

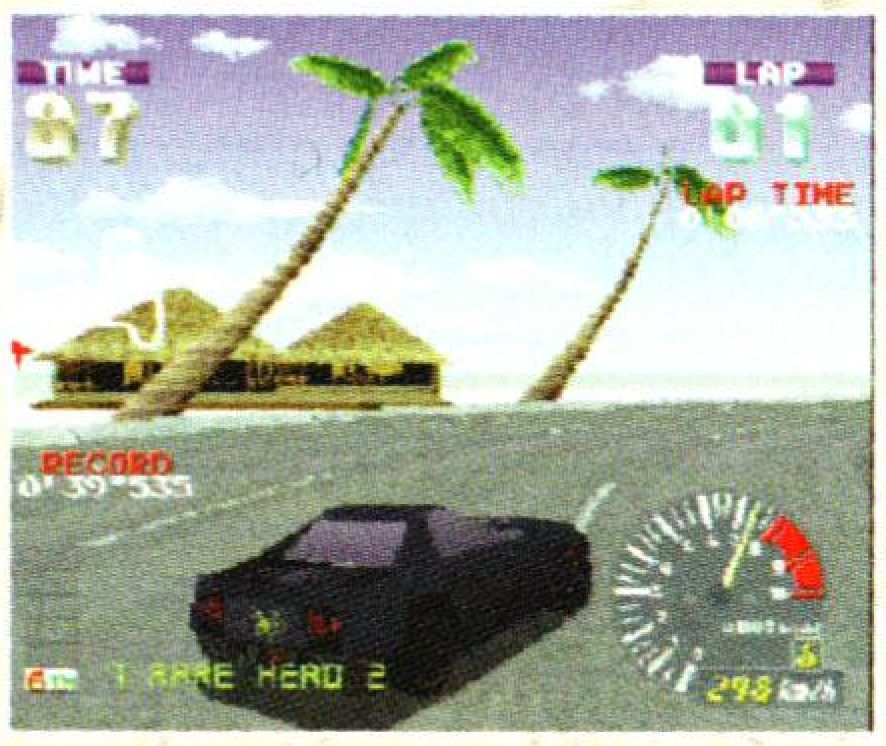


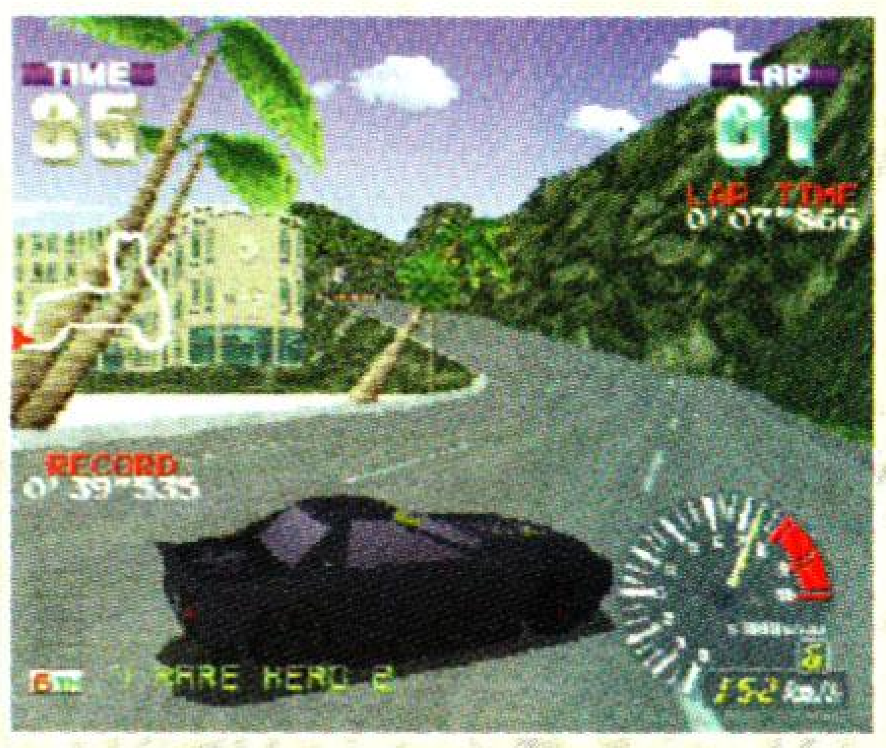
POWERSLIDING AND CORNERING - PERFORM ASTOUNDING CONTROLLED SPINS WITH SUPREME COMPETENCE!

Central to your continued Ridge Racing prowess is the ability to powerslide around corners instead of simply braking and turning the wheel in a more sedate fashion. This is seat-of-your-pants racing, not some Sunday afternoon drive in the country, and the brake should never ever be employed by the Ridge Racer expert, except at one or two particular bends (and these are detailed in our track guide). Contrary to popular belief, you are able to achieve perfect lap times (without hitting a single wall) by never hitting the brake at all, and this is all down to the art of powersliding.

Now that we've established the important of this technique, which allows you to spin around the sharpest of bends, let **MAXIMUM** explain exactly how this spectacular manoeuvre is achieved. Firstly, always use the internal viewpoint (our screenshots use the external view to simply demonstrate where your car should be at every step of the way through this technique), and as you approach a tight bend,



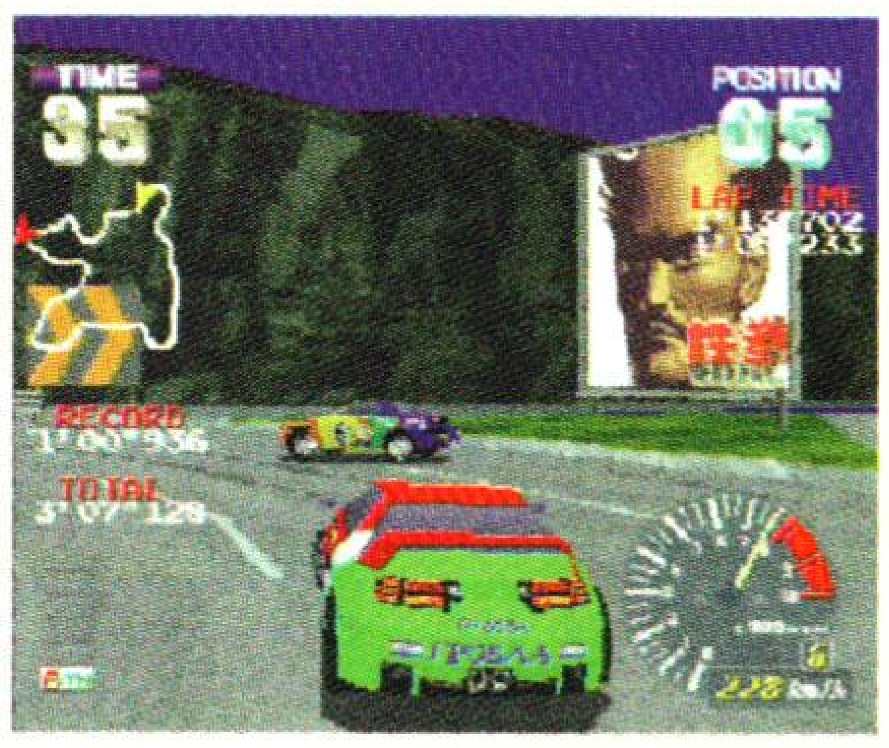




Our intrepid Chibi Devil driver takes the beachside jump with a little more 'oomph' than previously intended (above right). Shortly before this mishap, our rally force hero managed a commendable powerslide around the corner by the Namco hotel. This is how the powerslide is accomplished (sequence right)!

4 EXTRA TRACKS

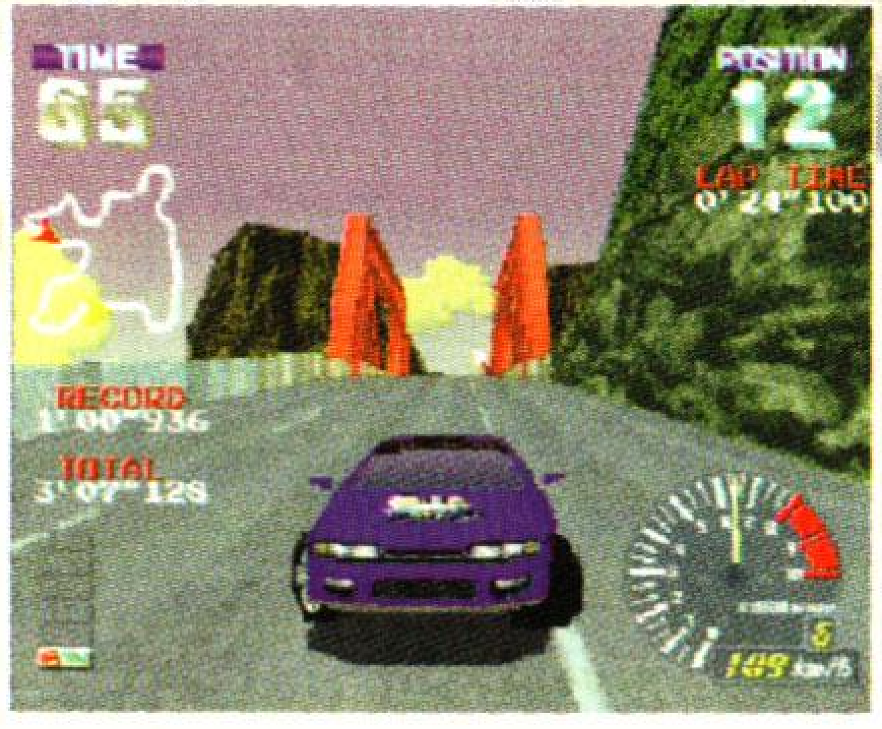
The three extra courses available become selectable after you race to victory on the first three tracks. After your end sequence, you are treated to another three reversed courses based on the famous Revolution circuit, and these really stretch your game-playing expertise to new limits. Racing around the three normal tracks backwards (or even mirrored and backwards when the Mirror mode cheat is employed!) is a lot more taxing than normal as the cars now benefit from increased intelligence, and the tracks become shrouded in darkness for long periods, making driving somewhat treacherous. Complete these new courses (where you may change your speed setting to whatever you desire) and you receive a reversed ending, strangely enough.



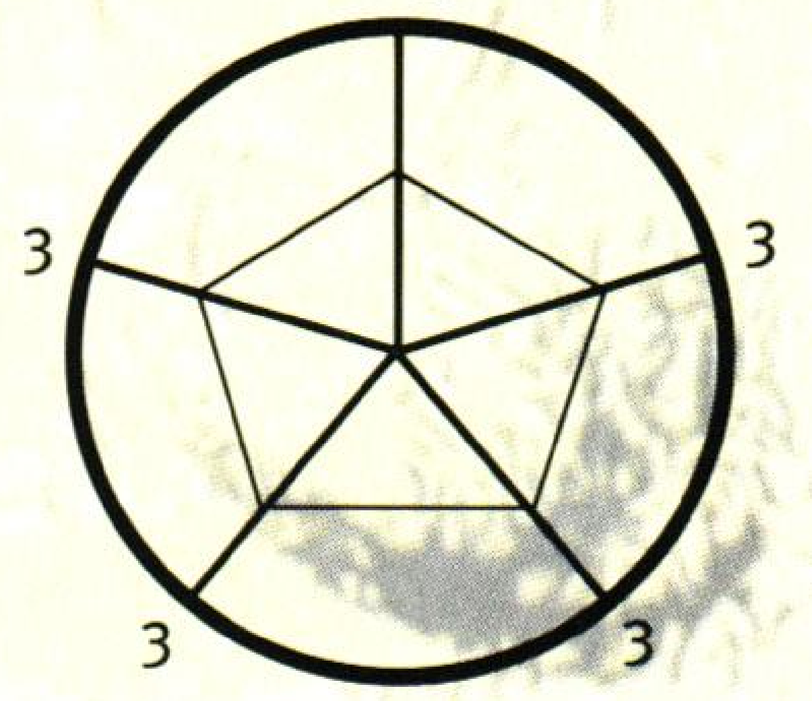
RT BLUE MAPPY

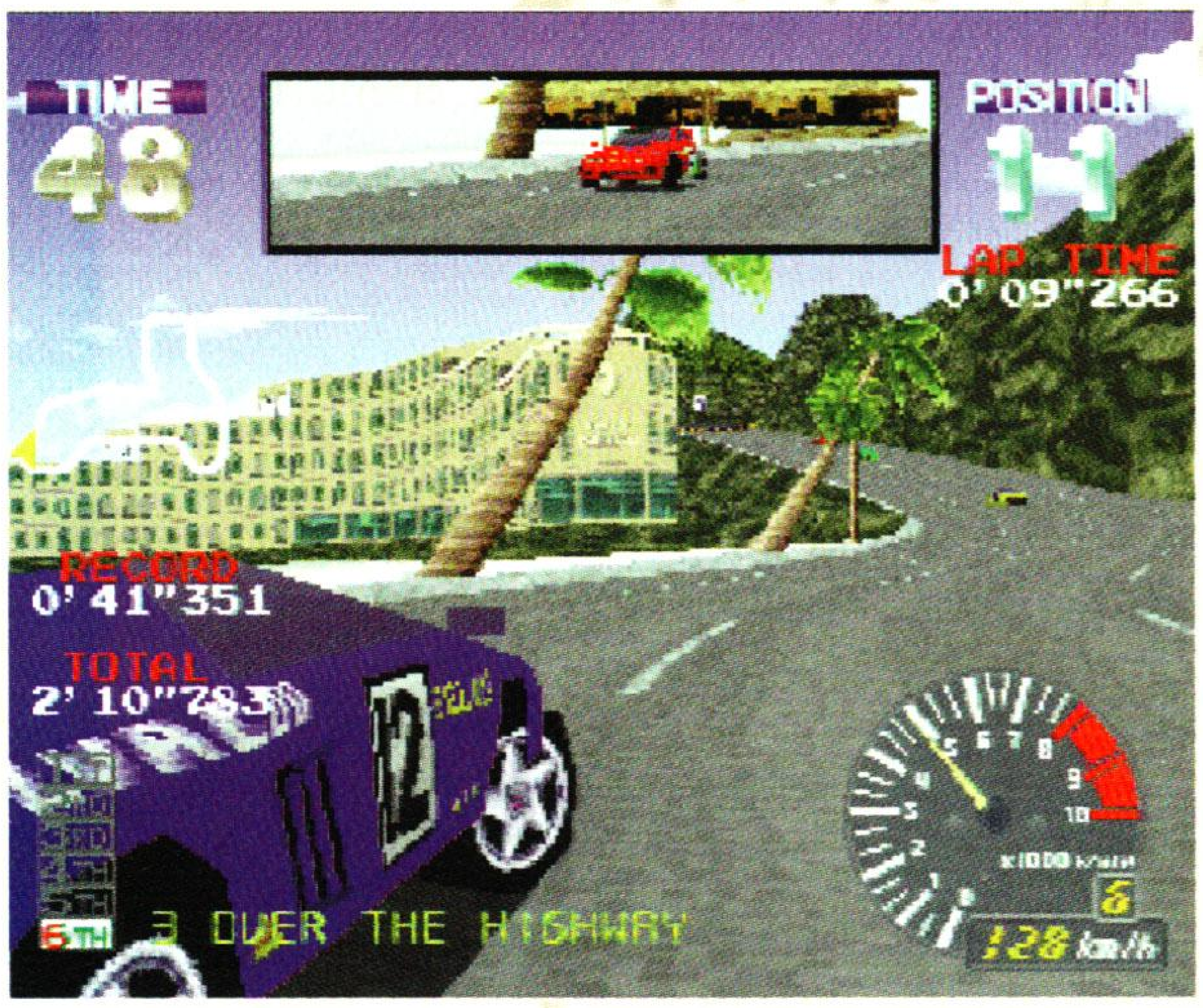
TOP SPEED: 230 km/h
CAR #5

The other Mappy also benefits from being one of the worst cars in the entire game. Whilst not quite as unresponsive and slow as the Pink Mappy, the blue version, it still holds its own in the duff car championship. As there are a number of superior motors to cruise around in, the two Mappy efforts are left to gather dust in the Namco garage for cars that look as bad as they handle. Try your hand at a spot of Solvalou or Galaga action instead, when you become proficient with the Ryukyu, and leave this travesty of a motor gathering dust and rust in the options screen.



SPEC CHART

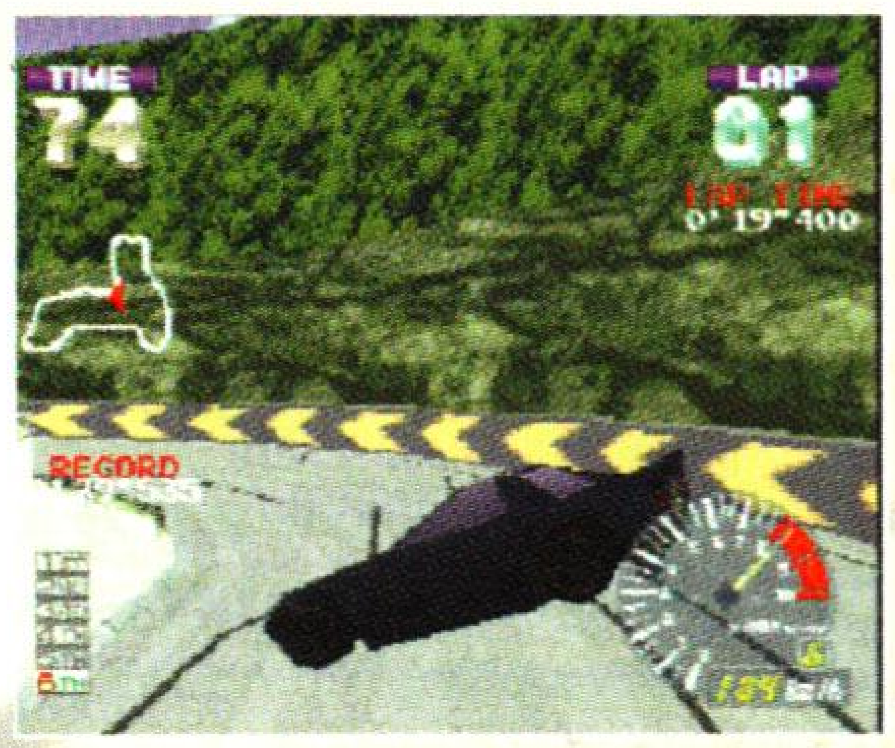




depress the accelerator slightly for a brief moment depending upon your speed. The moment that you stop accelerating, turn your car into the bend and then hit the accelerator again. Your car should now be swinging into the corner, the back wheels protesting at your madness behind the wheel, and at this point it is wise to compensate for any oversteering by turning in the other direction. This enables the car to grip and road again, and allows you to shoot forward from the powerslide in the direction of your compensatory steer.

This may sound exceedingly tricky to pull off, but once you grasp the idea of countersteering out of a powerslide, you should be able to powerslide around any of the corners in the game. You must practice vehemently to become proficient at this art, and use the car you are best suited to, as all the vehicles react differently. For example, use the Devil Car and you must depress the accelerator very early (well before the corner itself), but try using the 13th Racing Kid and you'll find every corner needs a spot of sliding. When encountering any problems, you should remember to depress the accelerator, turn, powerslide and then accelerate immediately whilst countersteering. Practice makes perfect!

A final point to remember is that powersliding is approached slightly differently from the first Ridge Racer, as the cars in Ridge Racer Revolution now come out of a powerslide with greater ease, and this can lead some old hands to crash into a wall when their car rights itself too quickly. The only real way to improve your powersliding skill is to practice, and the perfect cars to use are those with poor handling and traction, such as the Solvalous and the 13th Racing Kid.



Whilst the top techno beat known as Over the Highway pounds in the background, we fail to engage in a spot of chin-stroking and instead try to stop that blasted Blue Solvalou from overtaking us. Alas we failed, but there's still the chugging Ryukyu to block (above).

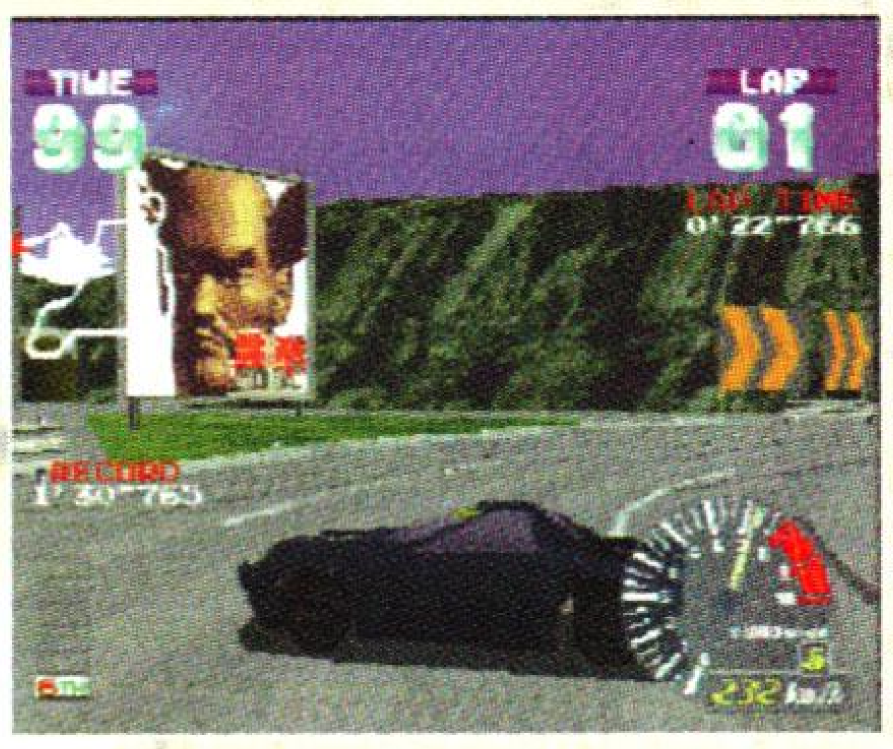
TIME
73
LAP
01
LAP TIME
RECORD

MIRROR, SIGNAL, MANOEUVRE... CRUSH THEM!!

As stated before, the art of overtaking has changed somewhat as it is now much easier to retain your lead by blocking all those trying to overtake. This is very straightforward, but watch for cars that change their racing line at the last moment. For the player that needs to pass a computer car, you must seize every opportunity, swerving both left and right until a space is spotted. If all this fails, simply run into the back of him and zoom past, as the computer cars lose more speed now and take longer to recover from a shunt, as they aren't pushed as far forward.

EXPERT TECHNIQUES AND THE STRANGEST POWERSLIDE IMAGINABLE!

The expert techniques discussed below are for the expert racer only, and should only be attempted by those well versed in powersliding. Firstly, when taking a jump, you should try only a modicum of braking, and turn into the forthcoming corner whilst airborne, thus enabling you to swerve with greater severity than ever before. You may also find that changing from sixth to fifth gear instead of braking helps, as your car automatically slows down without the engine falling apart, and so corners may be negotiated more easily. Obviously, this technique only works with cars that are blessed in the acceleration department. Finally, the most obvious tip is to formulate a racing line, and this entails taking a right hand corner by placing your car towards the left of the track to maximise your powersliding potential. Also use the racing line to burn straight through an S bend without swerving into the corners.



MAXIMUM rounds off this powersliding madness with a very special powerslide discovered by the team. This is very strange, and for the more flamboyant driver only, and it best described as a reversed powerslide. Approach your bend as normal, and then turn completely in the wrong direction, but powerslide quickly just before hitting the wall. Instead of spinning into the barrier, your car performs a weird and wonderful 360 degree spin around the corner without hitting any of the walls at all! Use the screenshots as a guide, and practice like mad, for this is the most spectacular move in the whole game!

GALAXIAN
16

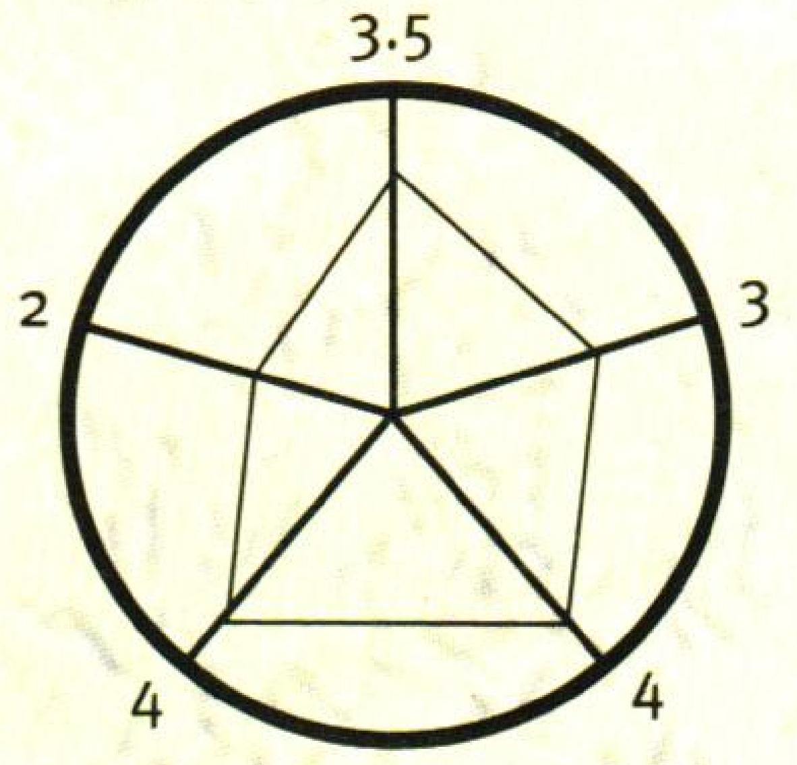
GALAGA RT PRID'S

TOP SPEED: 240 km/h
CAR #16

The two Galaga cars are essentially suped-up models of the F/A Racing machine. Both cars are exceptional for a normal racing saloon, but the Galaga RT Prid's has the slight edge over the Carrot due to a superior top speed and handling. The grip is rather average, but this is a help rather than a hindrance when trying your hand at powersliding. A step up from the F/A, and the car to use when trying to better one of the supernatural cars in the Time Trial race. Choose either this or the attractive Carrot model for some excellent victories and lap times.

TIME
13
POSITION
10
LAP TIME
RECORD
TOTAL
3' 29"791

SPEC CHART



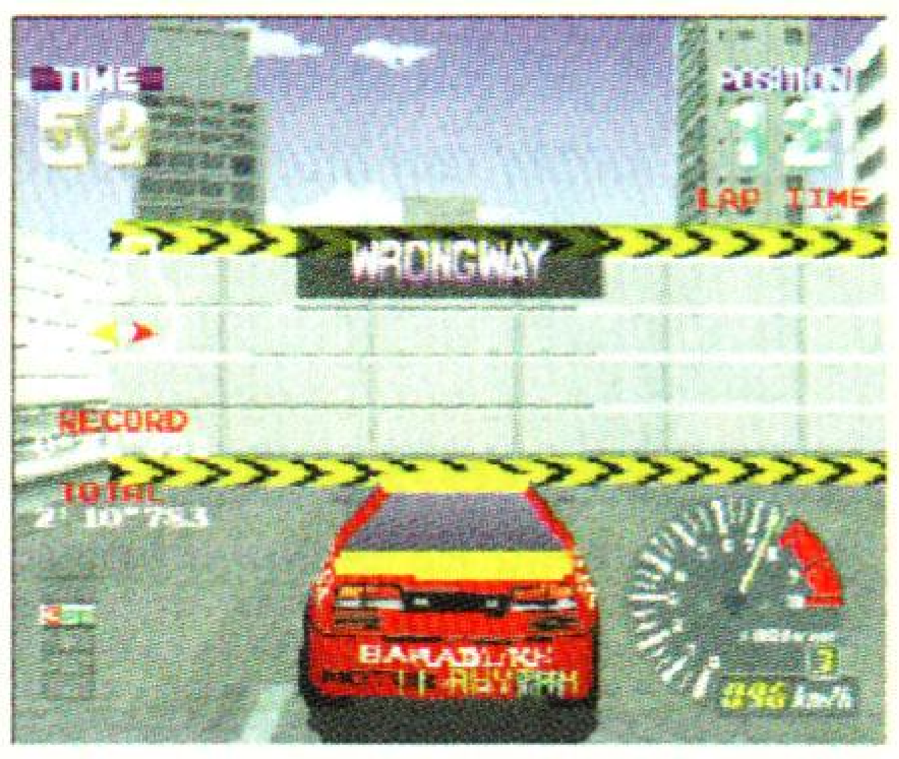
RIDGE RACER REVOLUTION

Enter the fabulous TWO-PLAYER MODE!

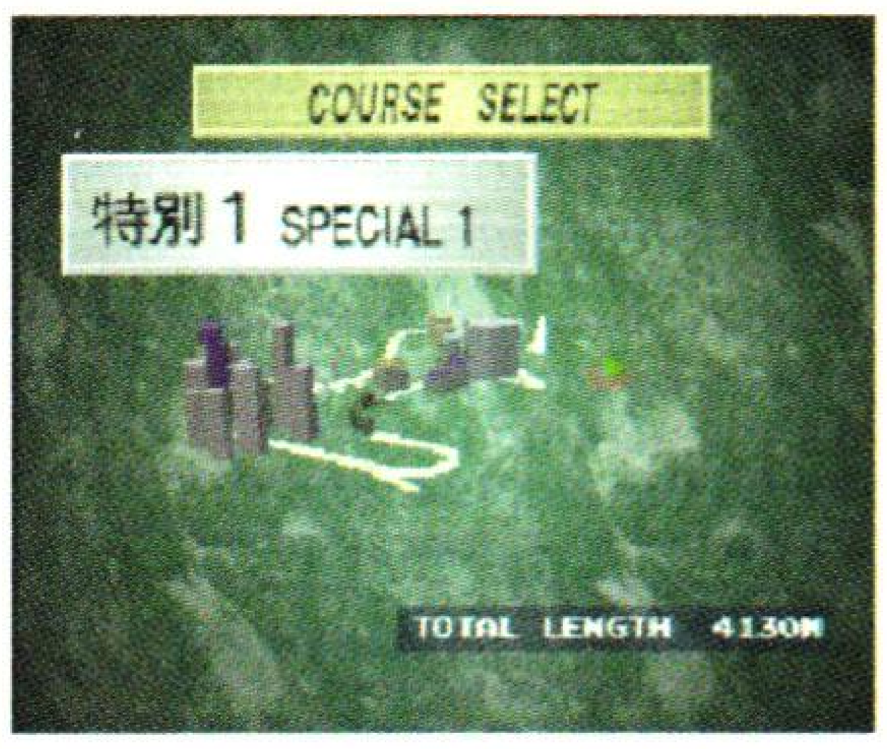
Go head-to-head with the ultimate in link-up racing action!

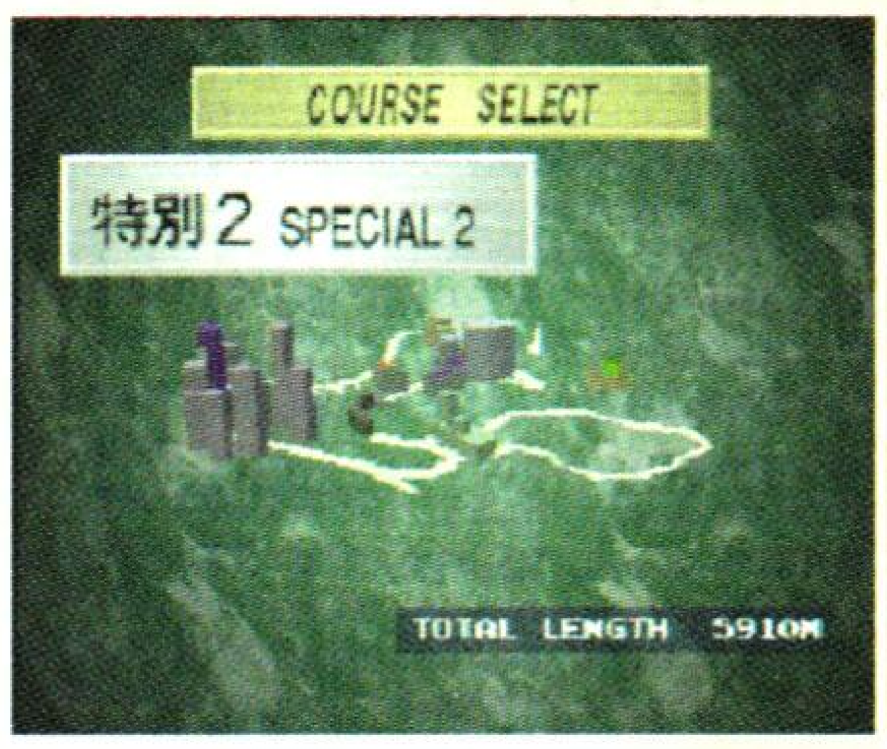
5 MIRROR MODE

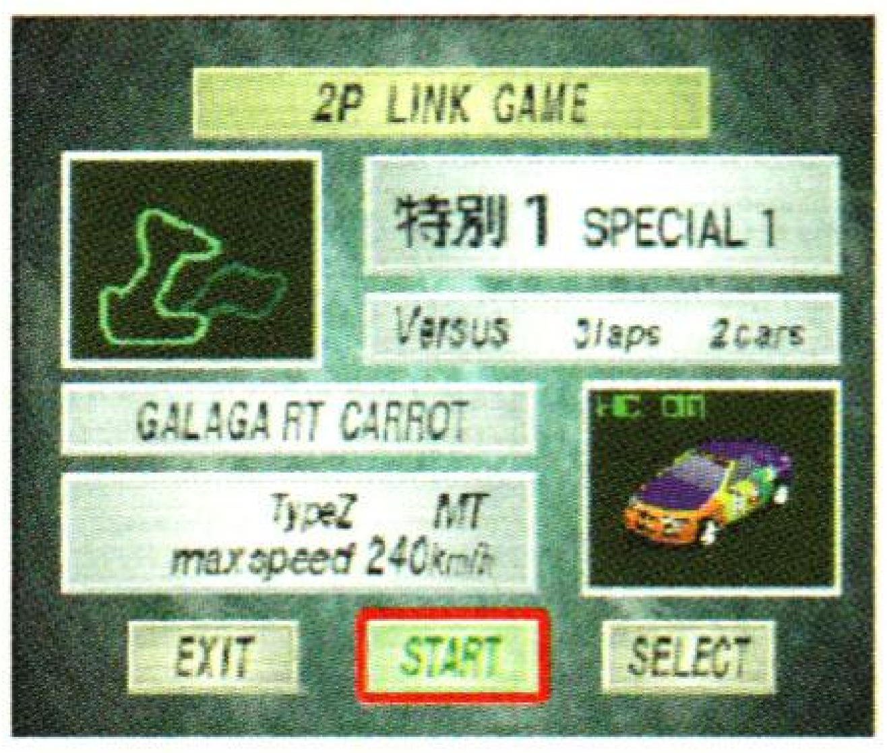
As in the first Ridge Racer, you are able to race any of the tracks (including the bonus courses) in mirror mode, whereby all the scenery and tracks are flipped to become an exact mirror image of the course. This mode is engaged by starting the race as normal, driving forward until reaching third gear, and then spinning the car so that you are facing in the wrong direction. Then accelerate towards the brick wall, making sure that you hit it with a speed of around 120kmh. Then, as if by magic, you find yourself racing around the mirror image of your current track. One final touch is that your TT high scores should have a reversed car next to the time when completed in mirror mode.


TIME
POSITION
WRONG WAY
RECORD
TOTAL

TIME
POSITION
LAP TIME
RECORD
TOTAL


COURSE SELECT
特別 1 SPECIAL 1
TOTAL LENGTH 4130M


COURSE SELECT
特別 2 SPECIAL 2
TOTAL LENGTH 5910M

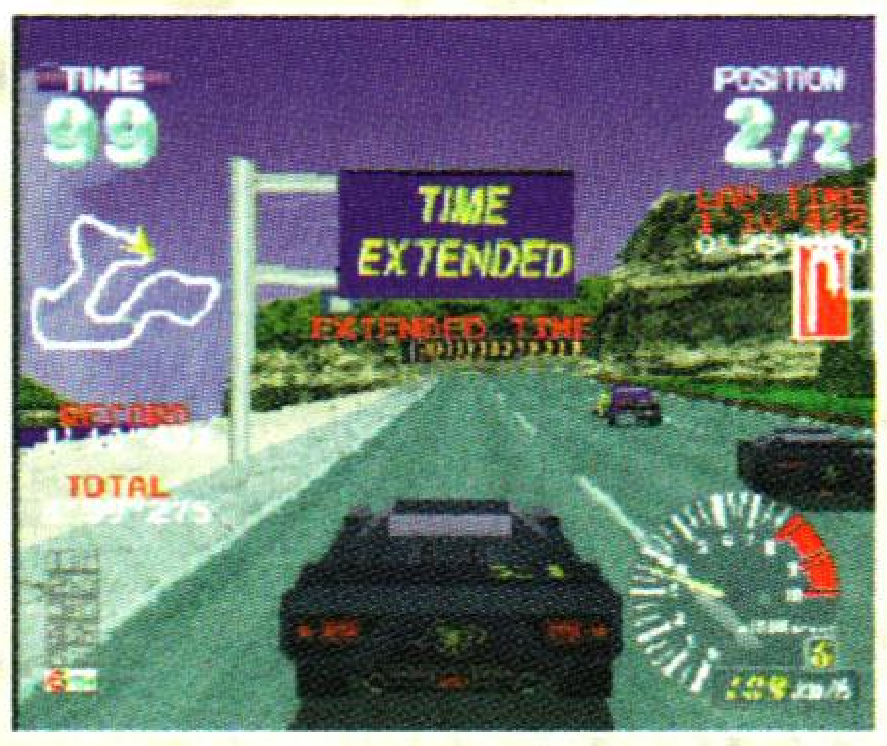

2P LINK GAME
特別 1 SPECIAL 1
Versus
3laps
2cars
GALAGA RT CARROT
TypeZ
MT
max speed 240km/h
EXIT
START
SELECT

As you can see from the above screenshots, the two-player link-up bonanza lets you race around the original Ridge Racer circuit, and this adds even more excitement to a game brimming over with features! Also note the greater detail of the cloud backdrops.

TIME
POSITION
2/2
LAP TIME
0' 47"747
RECORD
0' 47"747
TOTAL
3' 05"287
6TH
245 km/h

Once you've finished the mammoth link-up, you should be ready for the ultimate in linked console action, and you and a friend take up the dual Ridge Racer challenge! Once a correct link is set up, you should be receiving the legendary 'waiting for another player' message accompanied by the usual Namco bikini-clad lady, smiling sweetly as you wait for the other player to press start. Then the PlayStations automatically recognise each other, and a two-player game may be selected. Load up any extra cars you may have previously saved to your memory card, and start your duel showdown without delay!

This main reason for the excitement of two-player mode is that it allows you to race around both the Revolution course, but also the original track as well! Now your racing battles may be fought over a total of ten differing circuits (or twenty when you engage mirror mode!) in the ultimate two player driving challenge! The first track is, of course, the one that most gamers know, and this allows frantic battles between previous champions in one of the hardest fought competitions ever!


TIME
POSITION
2/2
TIME EXTENDED
RECORD
TOTAL

TIME
POSITION
LAP TIME
RECORD

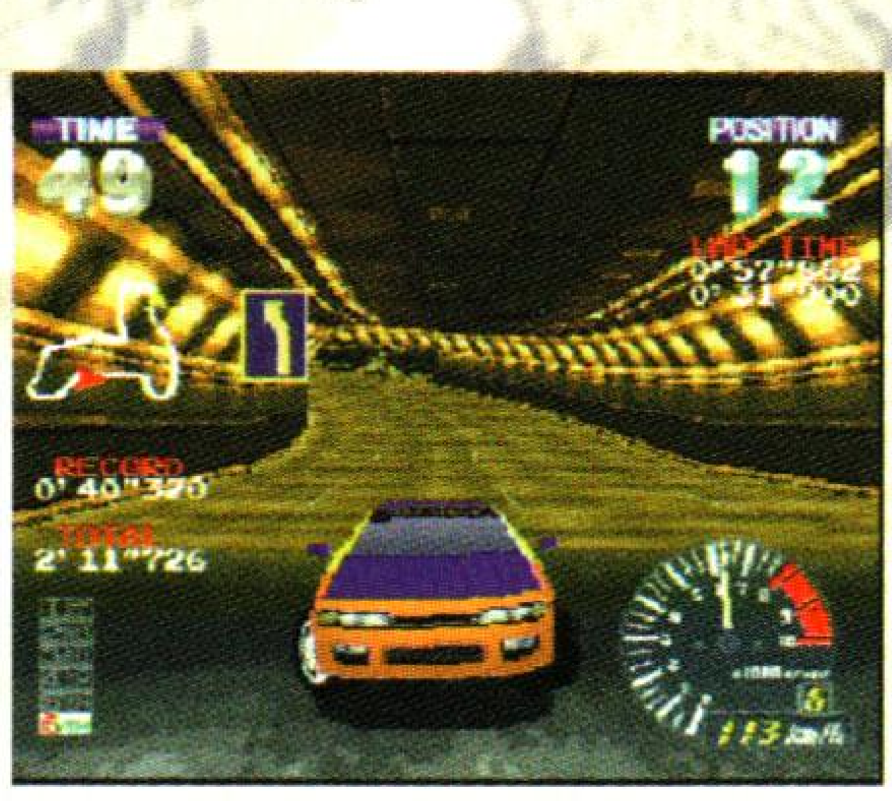
The two player competition places you and a friend in control of any car you wish, and you may race against ten other vehicles in head-to-head, or go for a road duel in Time Trial mode. One player selects the appropriate track and other details while the other player waits in anticipation, and a final excellent option is a handicap feature where you may have both cars racing at the same speed (with the feature off), or one player's car may suddenly burst into 'super pursuit mode' when left too far behind. All the extra cars may be selected (as you can tell from the screenshots), and this leads to one of the most enjoyable two-player sessions ever seen on the PlayStation.

The original course itself has benefited from a superficial facelift, and now looks exactly like the course

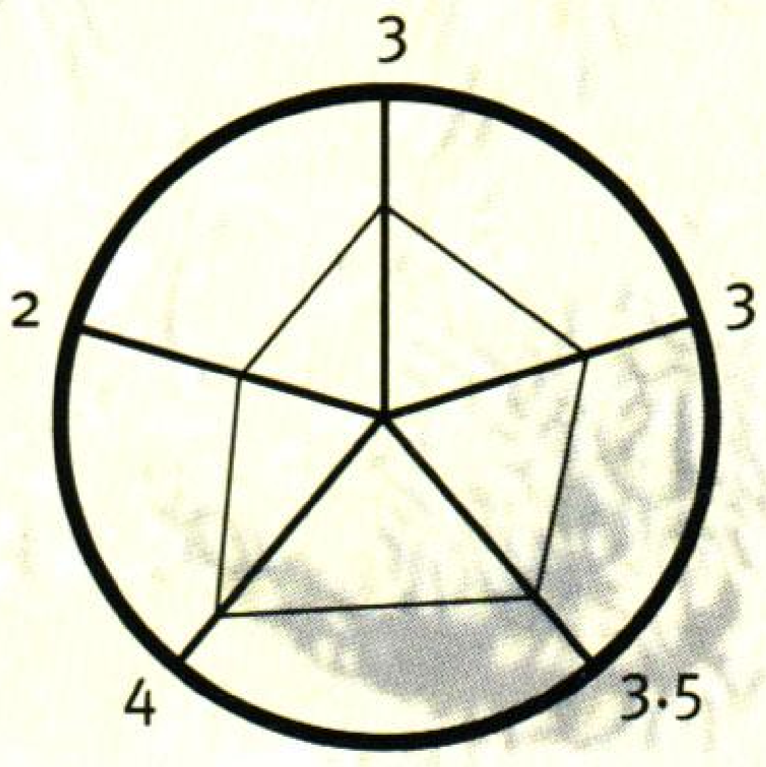
GALAGA RT CARROT

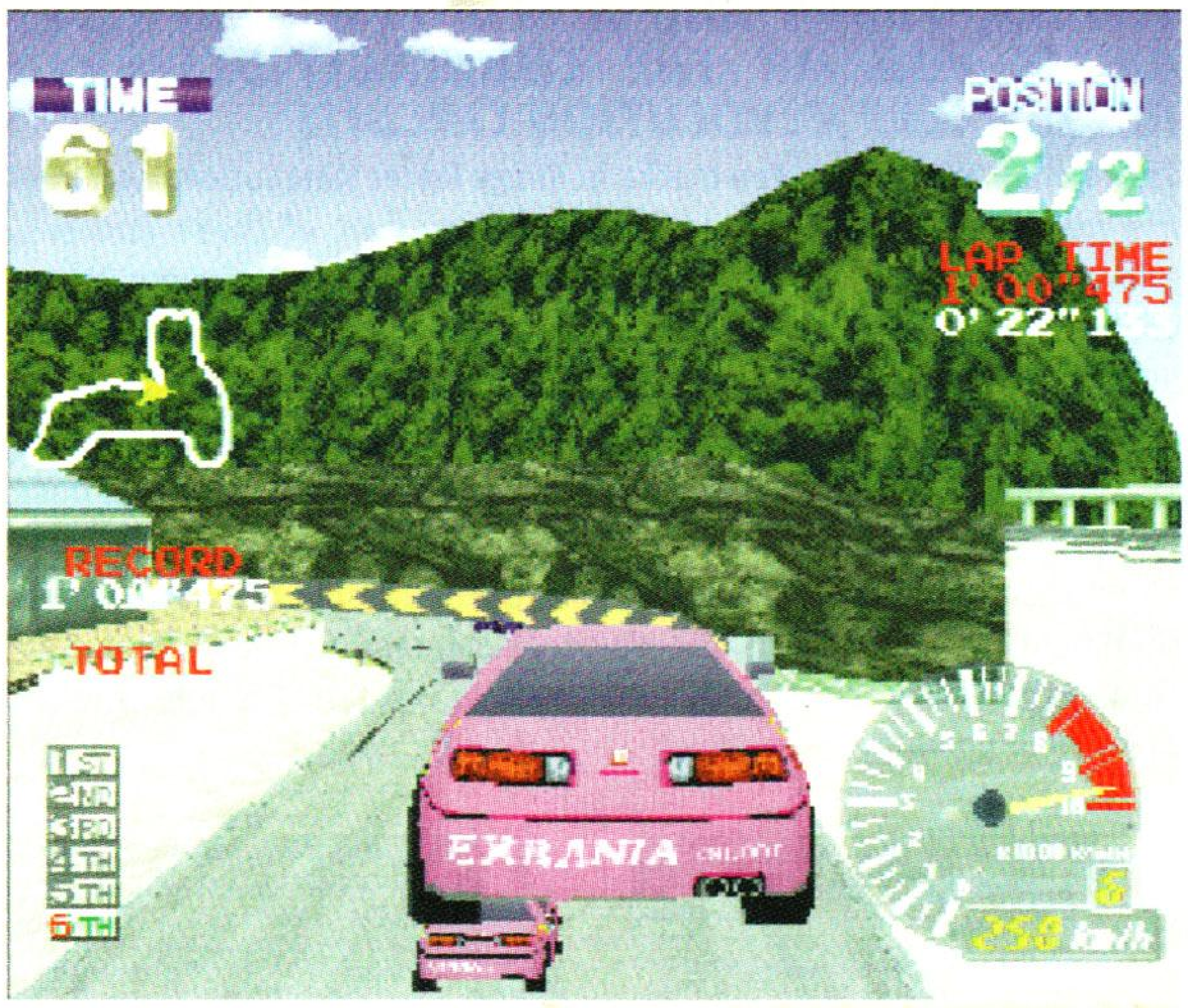
TOP SPEED: 240 km/h
CAR #6

To all intent and purposes, a slightly less powerful of the other Galaga vehicle, and one that hugs the road adequately until the driver decides to corner, and then a dramatic powerslide is required to bring the car around any problem bend. A rather fetching blue and orange colour, but rather outclassed by more powerful model. The two Galaga models are useful for racing against one another in the two player mode, but for one player antics, we recommend the other model, and despite the slight edge of the other model, we completed the game using this racer.


TIME
POSITION
RECORD
TOTAL

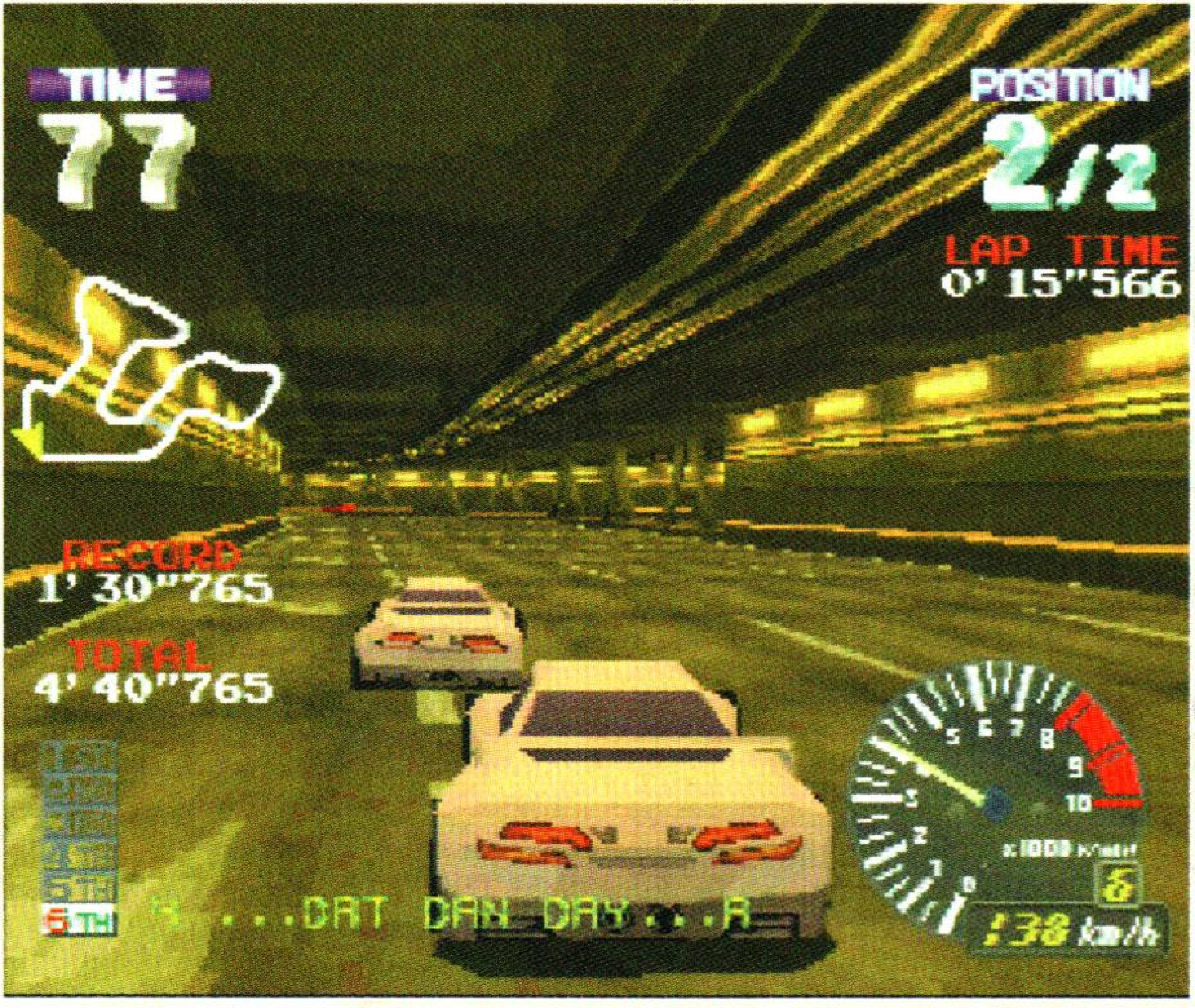
SPEC CHART





appeared in the arcade Ridge Racer 2 (except for the lower resolution and detailed texture maps). The sky now takes on a marvellous orange hue, painting the sea a pleasant purple colour while the huge cumulonimbus clouds have had even more detail added. The beach skyscraper still lights up with Pac-man, but the hoardings throughout the circuit now boast advertisements for Rave Racer (the arcade follow-up to Ridge Racer 2) and Tekken 2. A final feature is the linked music, as the Namco developers have now taken extra time to make sure everything plays very smoothly throughout, as every race starts with booming techno anthems from two televisions without the horrible mishmash of different tunes that other link-up games game with.

As tactics go, there is only one real plan, and that is to swerve around the circuit like a man possessed, taking every corner in a powersliding frenzy and leaving the enemy coughing up dust and rubber! Once you're in the lead, you should use your rear-view mirror constantly to check when the enemy is approaching, and always swing from the left to the right of the road to block incoming rivals. Apart from this sage advice, there really isn't much more to say on the subject, except to preserve your honour and race for that win! Just make sure you have the correct setup to avoid embarrassing link error messages, and you'll be enjoying two player action that rivals even Doom!



Swerve and weave with Namco's NegCon!

The strange contraption that Namco designed originally to be used in the first Ridge Racer is also available as a controller for this game. The NegCon is an odd contraption, and feelings were mixed at **MAXIMUM** offices regarding whether this added anything to the overall controllability of the vehicle. When you grip this in your hands, you use the twist in the middle of the pad to turn your vehicle instead of the d-pad, so initially this is very weird to control. The actual corners can be taken at a much sharper degree, thanks to the quick wrenching you can give the NegCon, but those who have already become proficient in the normal controls don't really receive much of a bonus when the NegCon is employed. This pad is for newcomers to experiment with, or for fanatical old hands that wish that extra control not present in the usual pad.

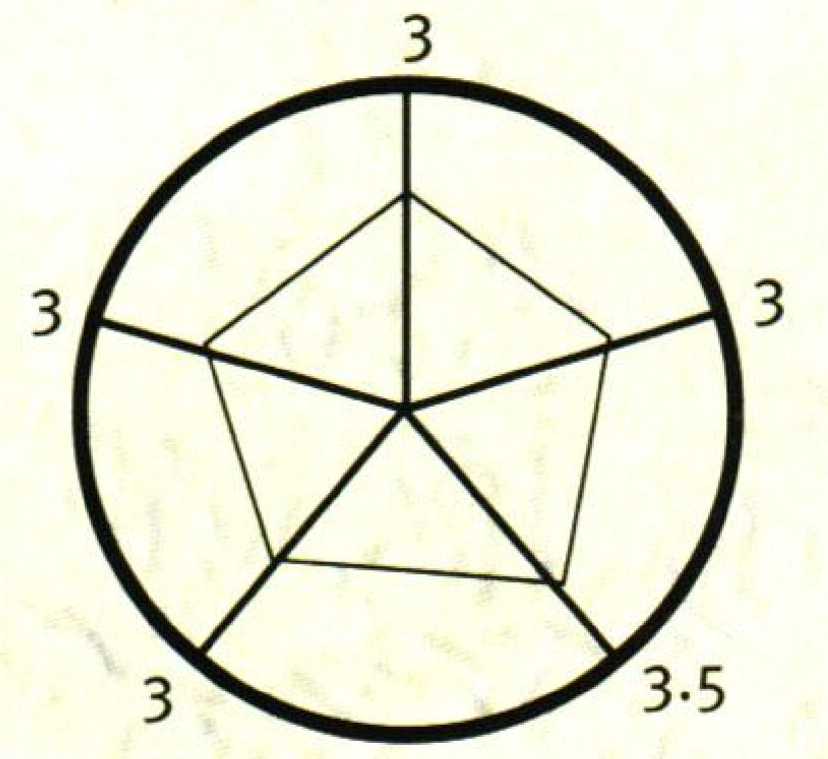
……

RT BOSCONIAN

TOP SPEED: 240 km/h
CAR #18

The computer-controlled version of the RT Bosconian is usually the last car that you pass before you race to victory, whilst the controllable version is simply an enhanced version of the F/A Racing. The word 'average' springs to mind here, as every characteristic of this vehicle is somewhat similar, and can lead to a rather boring race. Not the most popular choice for the discerning Ridge Racer, but another good choice when progressing from the F/A to a more powerful machine, despite the fact that it has remained deeply unpopular with players, perhaps due to the unappealing design.

SPEC CHART

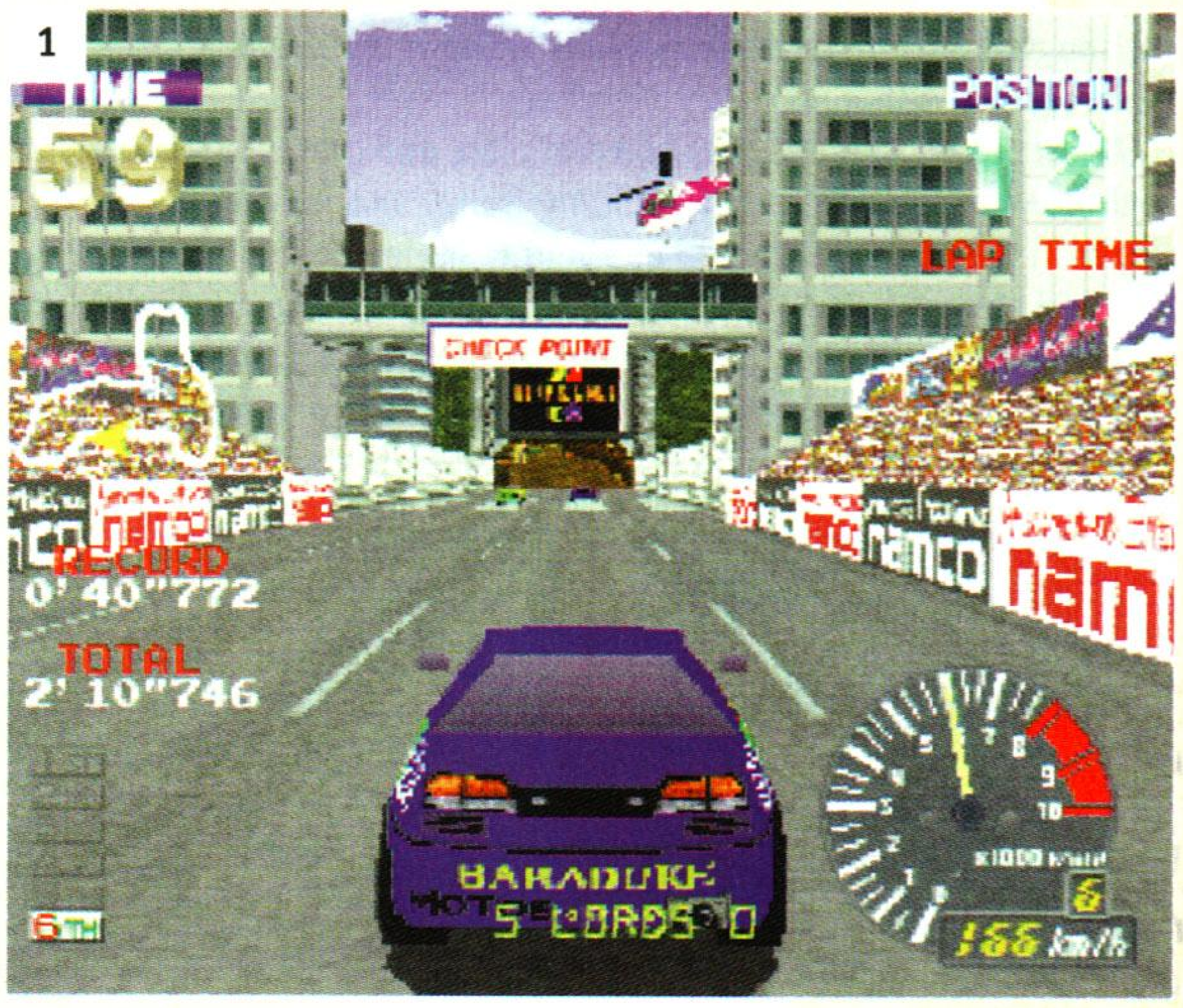


RIDGE RACER REVOLUTION

Three different tracks built around one impressive roadway... Can you cruise your to victory on every one?

6 TIME OF DAY
One of the better Ridge Racer Revolution-only features, this excellent addition allows the player to change the time of day from a choice of four different settings. This becomes available when you have completed all six tracks in first place, and is selected by going to the 'others' menu and locating the newly created box next to the records selection box. From there, choose one of four weather backdrops; normal, midday (where the whole course is bathed in bright sunshine), sun-set (where all the buildings and scenery take on a beautiful dusky hue) and night (where, as you may suspect, the race commences in complete darkness, and the track becomes harder to negotiate around). One final piece of strangeness; select 'night' and start the Novice track. As you round the bend after the ramped jump, watch for the glinting 'moonhaze'! This bizarre cheat has a point to it though, as you may change the scene to noon for the extra tracks; making your line-of-sight much more comprehensive.

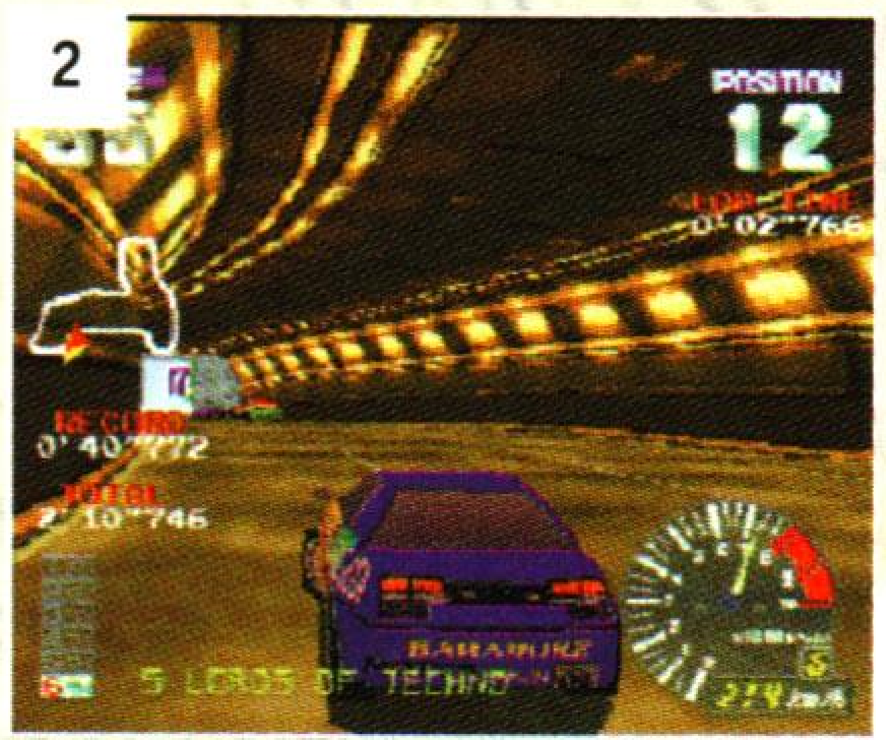
1



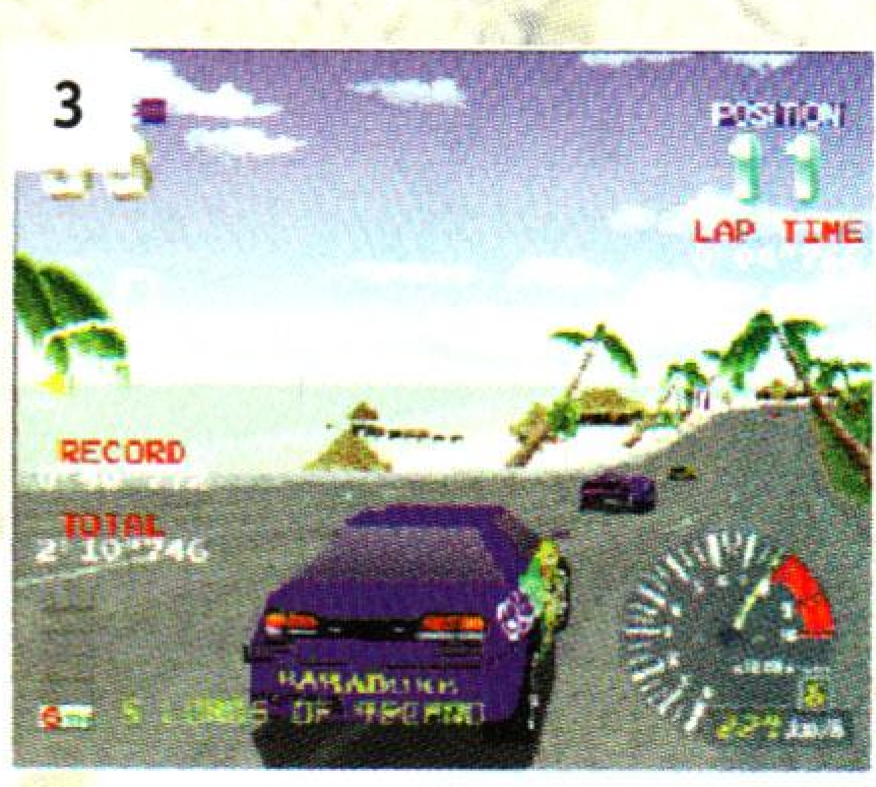
TWISTS, TURNS AND A FAIR FEW SURPRISES AWAIT YOU ON THE CUNNINGLY-DESIGNED RIDGE RACER REVOLUTION CIRCUIT!

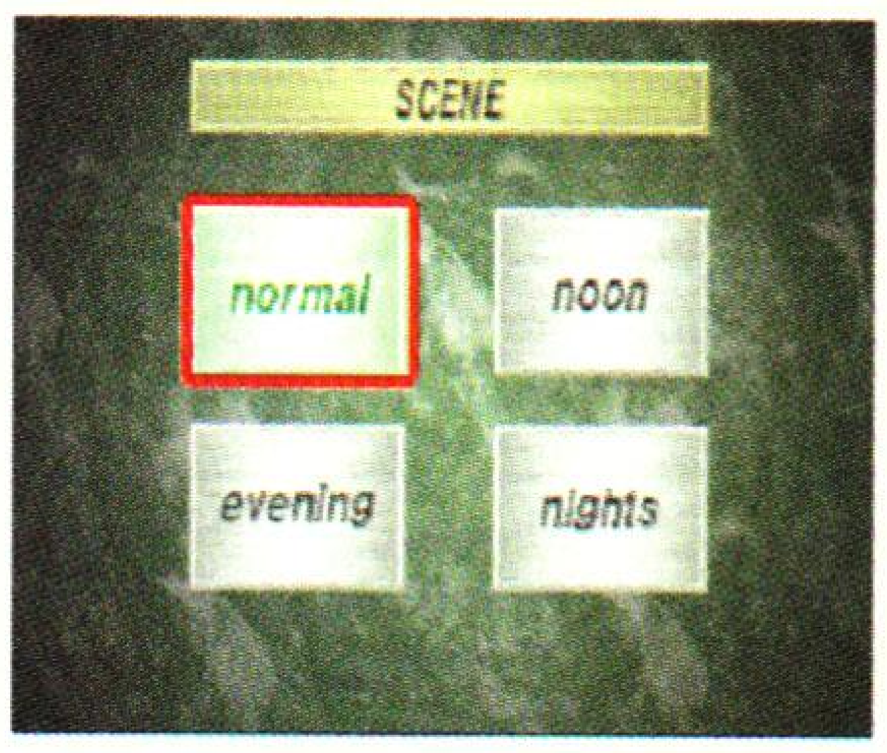
There are essentially three tracks in Ridge Racer Revolution, and over the next six pages, we are detailing every part of these courses, showing exactly how each track should be tackled. Of course, those veteran road racers who have mastered the first three courses are likely to be thundering around the extra tracks and so **MAXIMUM** is presenting you with additional written information on the reversed version of the tracks as well; as these more advanced raceways have their own fair share of surprises. Generally speaking, the Ridge Racer should remember to pre-empt corners after learning the basic layout of the course, and you should also try powersliding as often as possible. Not only is this fun, but it allows you to take corners without braking or slowing down at all.

2



3





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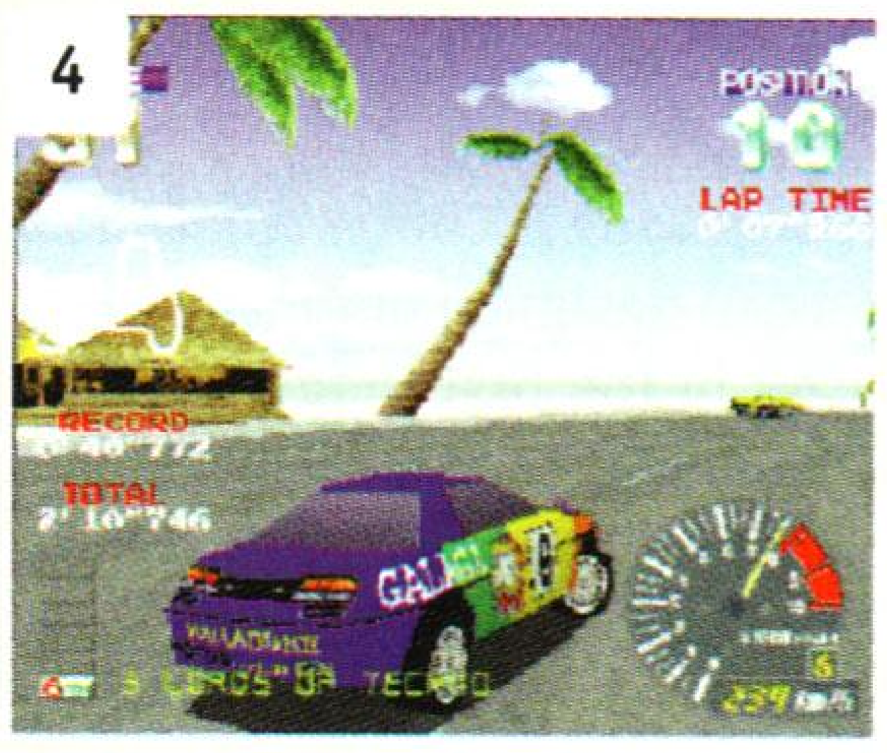


NOVICE COURSE - GENTLE DRIVING FOR THE RIDGE RACING NEWCOMER!

The Novice course presents little in the way of a challenge for the hardened veteran of the first Ridge Racer, but those unfamiliar with the first Namco title may find the greater variety of curving corners become problematic. You must follow the guidelines for cornering (detailed previously) before attempting to race any of the tracks, as once you are able to powerslide without difficulty (or braking), all three tracks become a lot simpler to win. There are no real reasons to apply the brakes at any point during the course, except at the corner after the archway and the ramp; where faster cars tend to hit the rockface before coming to a crumpled halt. Apply a touch of braking just before the jump, and then powerslide to the left to avoid this fate. After you've mastered this corner, the rest of the track poses no significant prob-

TIME
62
POSITION
2/3

5

6

7

8

* * *

GALAXIAN
NEBULASRAY
3DLGEAR
8
BOSCONIAN

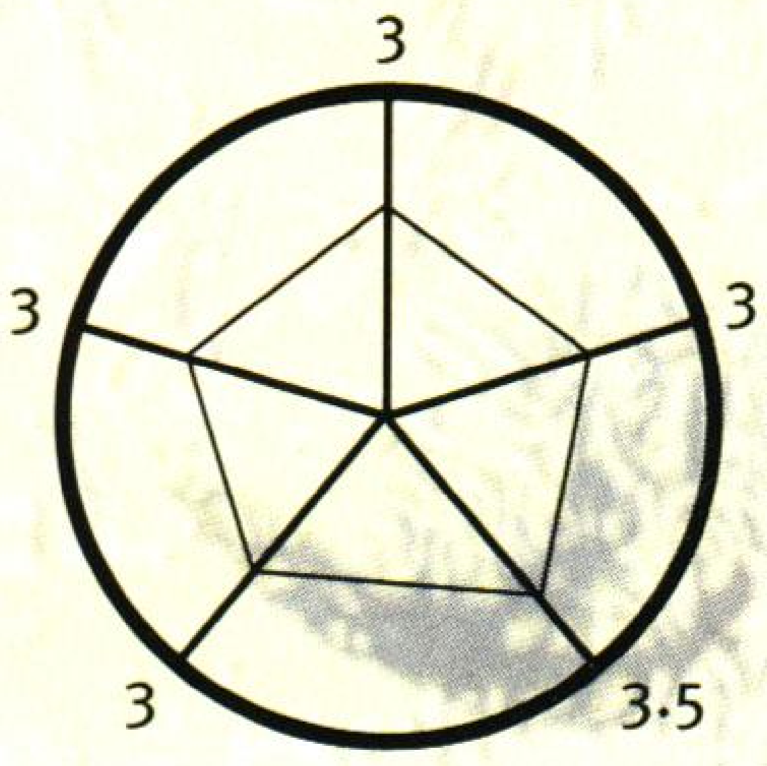
RT NEBULASRAY

TOP SPEED: 240 km/h
CAR #8

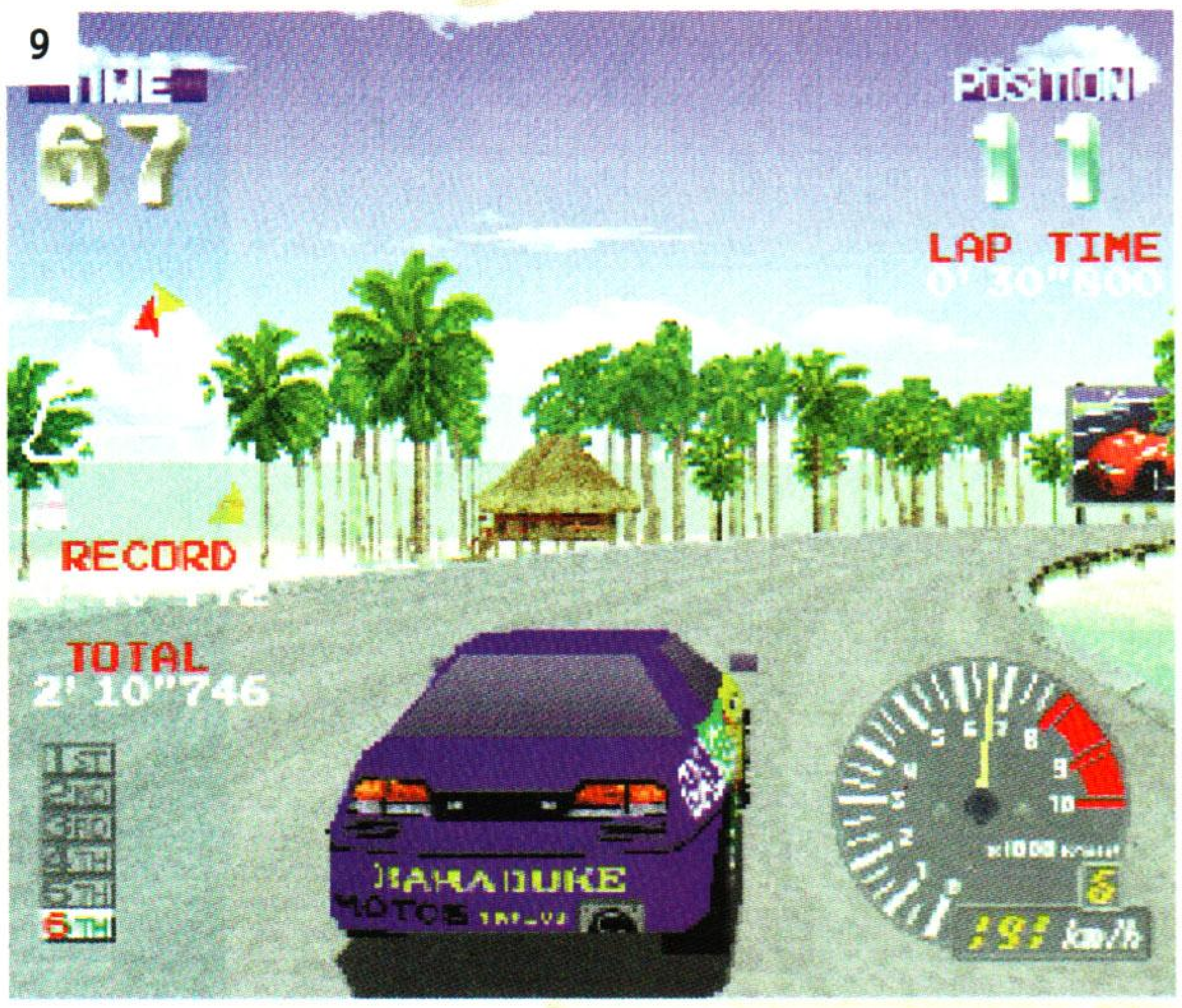
The Bosconian's brother has a wealth of detail on the bodywork, but apart from superficial differences, this is a downmarket version of the red and white number. With all the features of the Bosconian, the Nebulasray is unfortunately let down by slightly lower handling, making it only the real choice for the Ridge Racing professional that wishes to perfect his skills with yet another automobile. Steer clear of this decidedly average car, and choose the Bosconian or a Solvalou model every time, unless you wish your lap times to be decidedly mediocre.

TIME
16
POSITION
12

SPEC CHART



9

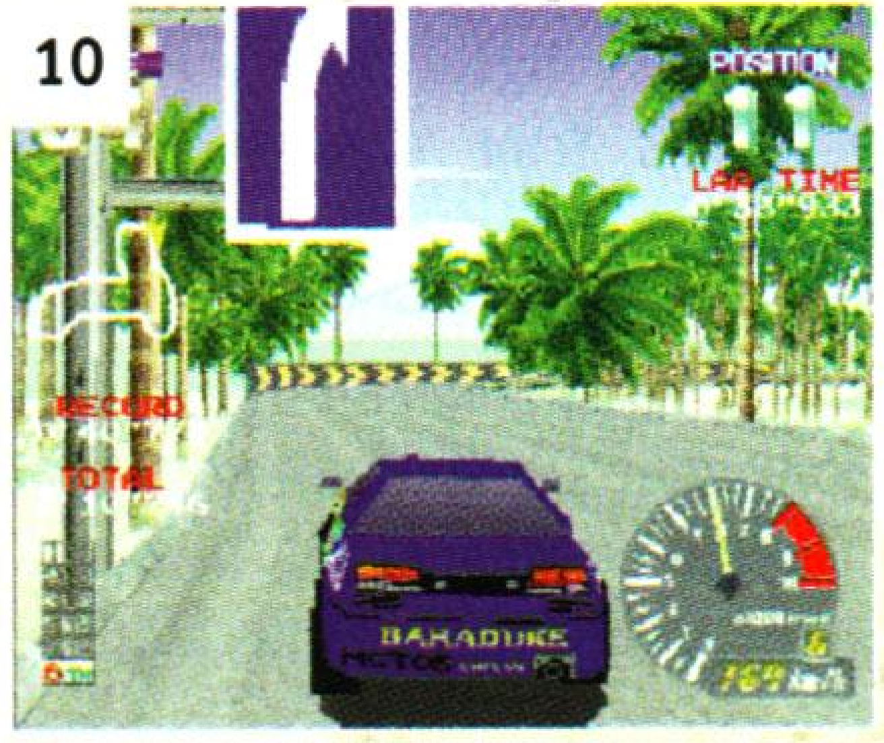


Watch for that ramped jump, racer!

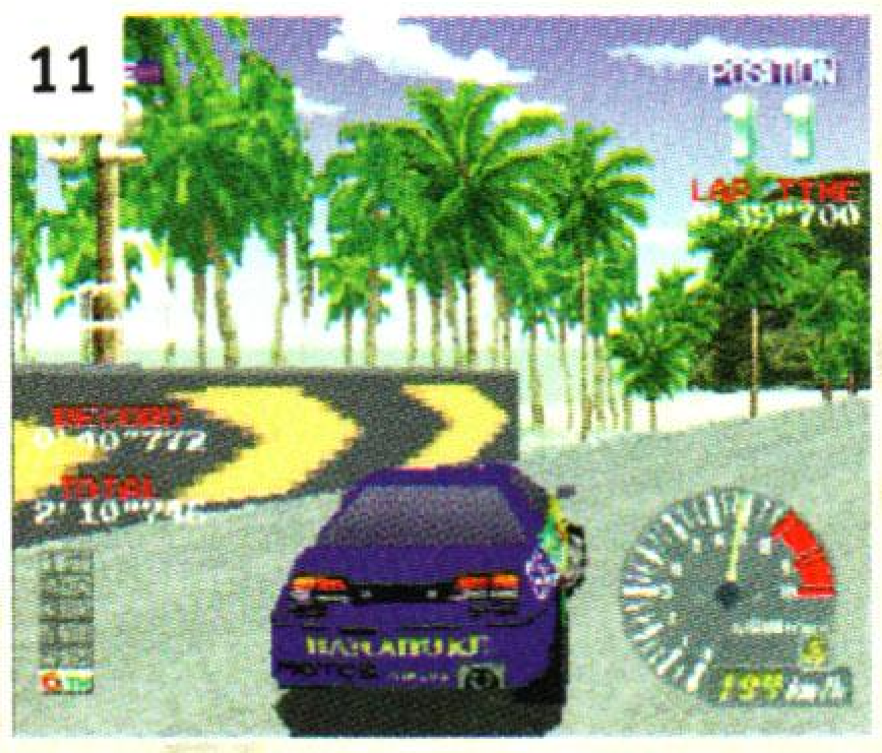
lems, becoming an absolute doddle once the three supernatural cars are selected.

Once you are able to race the Novice Extra course, you should find it even easier to negotiate around than the normal version; as the corners are less tight and there isn't the dramatic leap of the first track that inadvertently slows you down. The most difficult corner is still the very tight bend adjacent to the marine centre and the moored yachts, but with a careful powerslide, you should have little trouble. The only real challenge is racing to victory on this course in an averagely-tuned vehicle, as the computer cars are all blessed with the ability to corner perfectly. Therefore, the main point to remember are planning your approach to the tight beach corner (whether playing in reverse or not); the rest of the course shouldn't really cause you much difficulty at all,

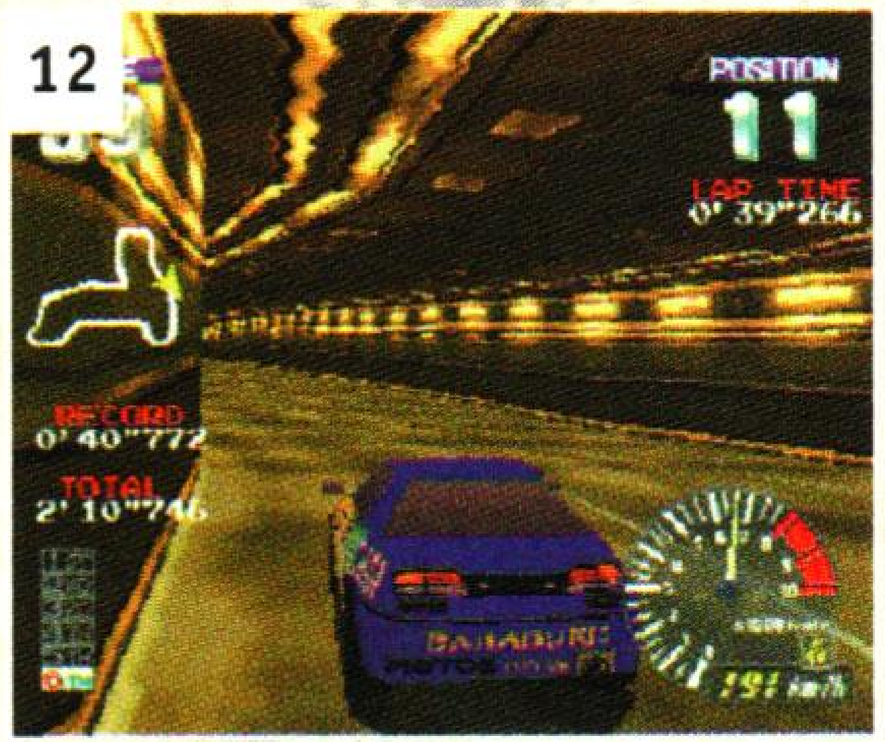
10



11

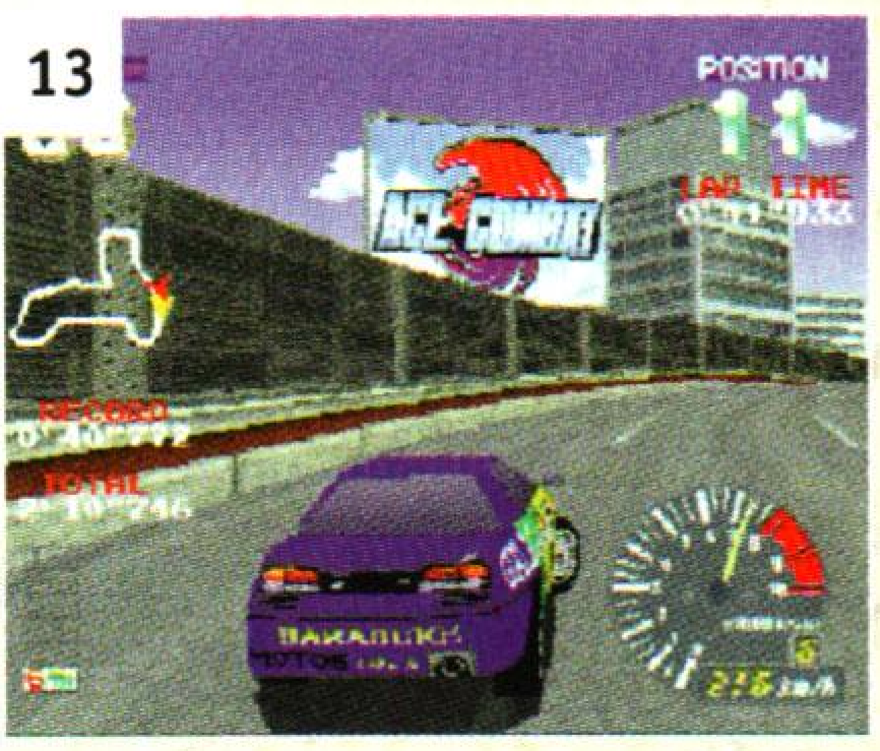


12

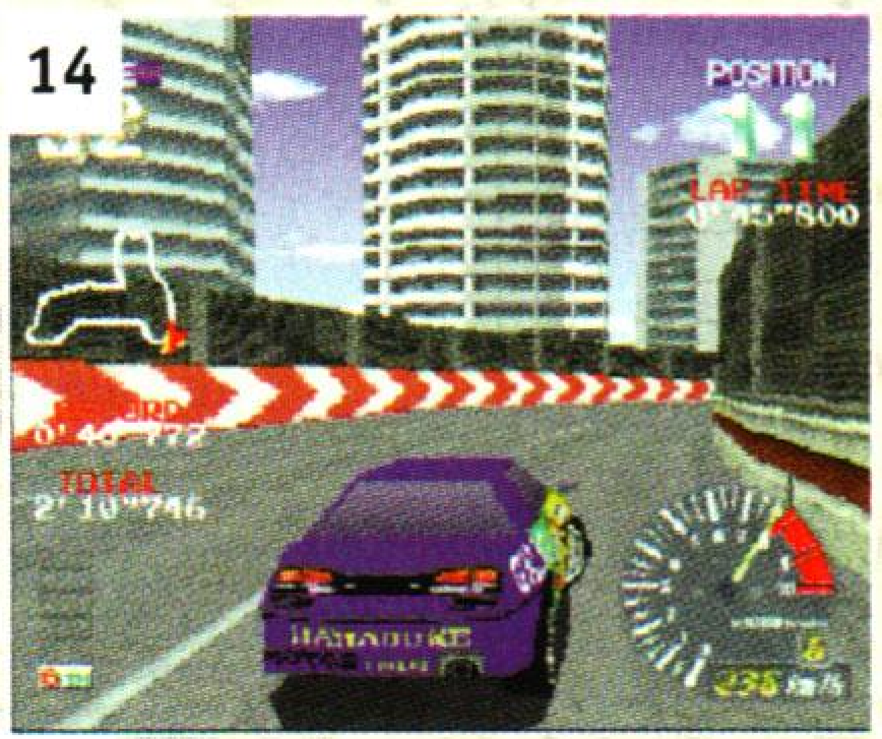


The first half of the track is really rather simple. A left hand tunnel (2) is followed by a short beach jaunt (3). Watch the tight corner by the hotel (4), but take the hill turn without slowing (5). Then position yourself to the right for the jump (6) before slowing for the spectacular take-off (7)! This is the only place where the brake may be applied.

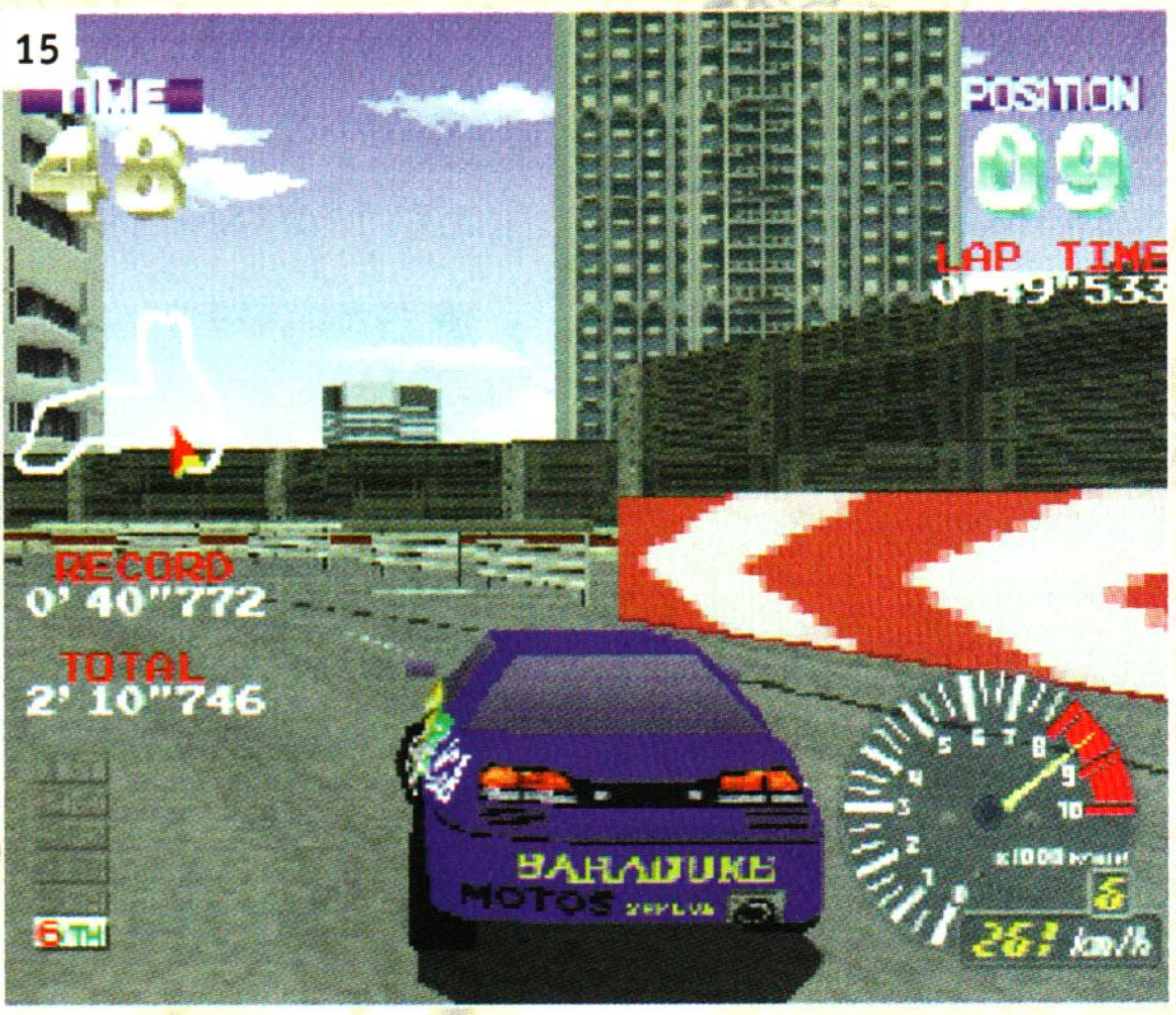
13



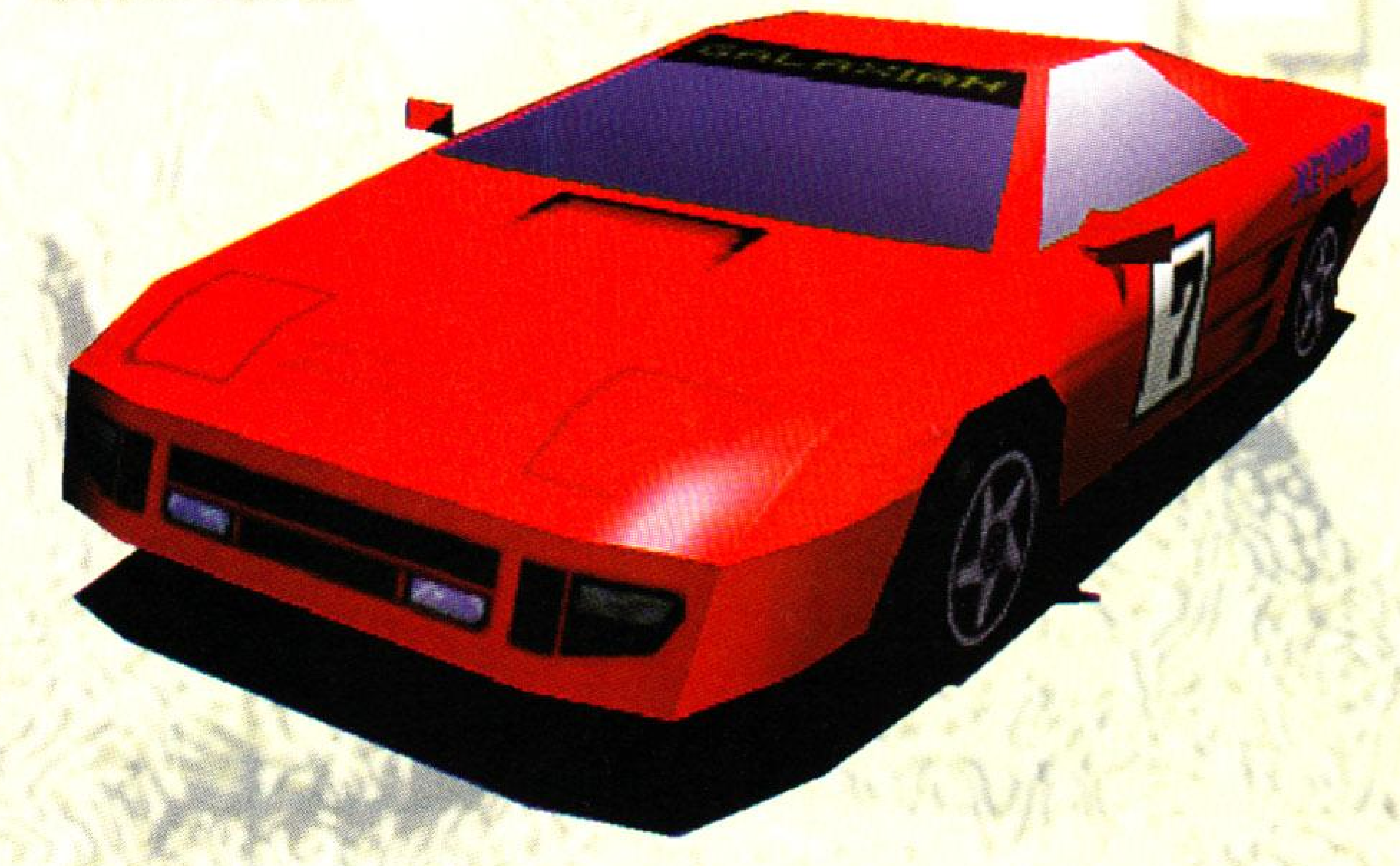
14



15



The rest of the course is deceptively simple. The beach run is relatively straight, but take a straight racing line on the slight S bend before the chevroned corner (10 and 11). Then you have a slight upward gradient towards another tunnel section (watch for low-flying helicopters). Turn left without even braking into a sweat (12) before encountering the final lengthy tarmac section. The long left-hander gradually becomes more and more sharp (14), but a spot of powersliding to the left swings your car around (15).

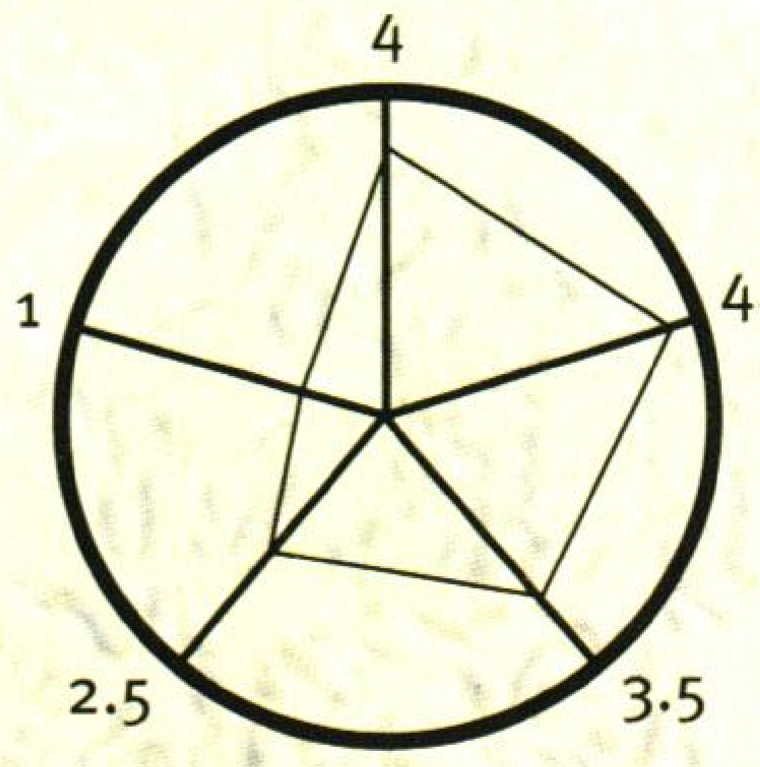


RT XEVIOUS RED

TOP SPEED: 240 km/h
CAR #7

This is the car to choose when you're after the fastest lap times imaginable, and you're yet to convert to the delights of the three superior models. Also the one to choose when engaged in a spot of point spinning, the Xevious Red is a copy of the Yellow Solvalou, but with an even higher top speed, grip and handling. A rather attractive shade of bright crimson, the Red Xevious should be top of the list when considering a car that should take you to the peak of your racing prowess. The Xevious Red is indeed the preferred choice of the Ridge Racing professional.

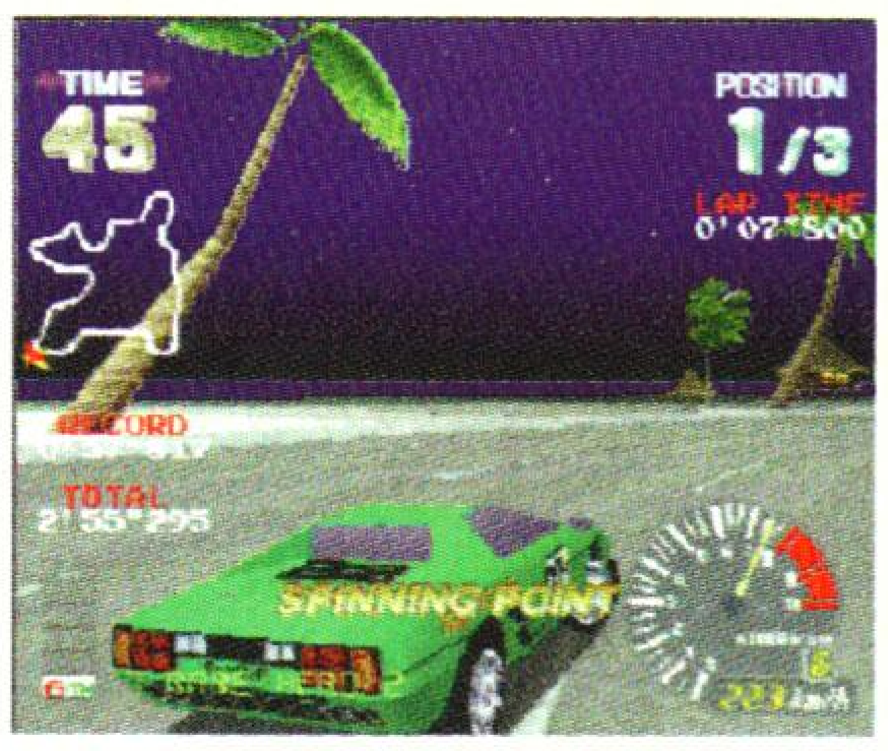
SPEC CHART



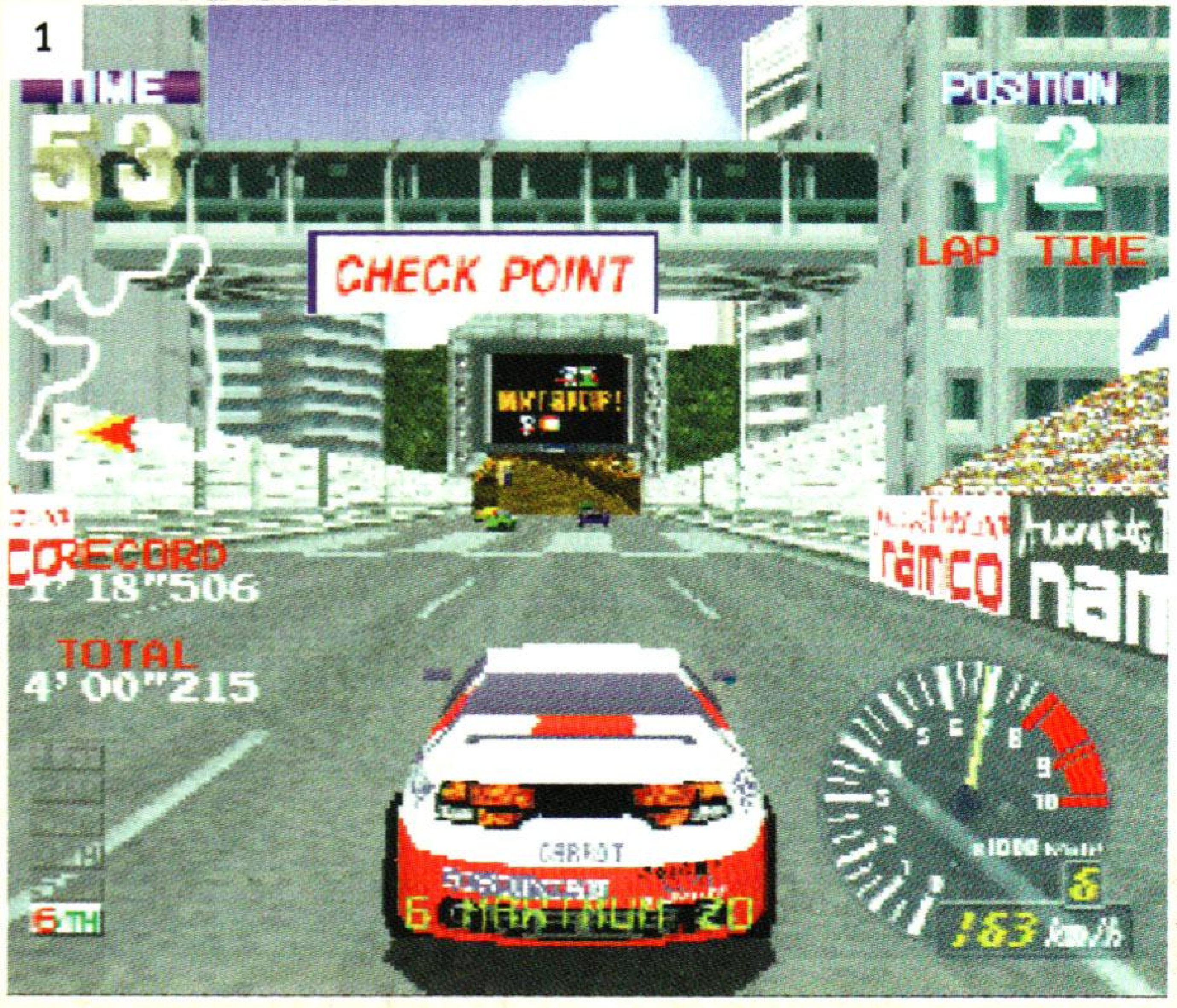
ADVANCED COURSE - A cliff-top race around mountains and tunnels!

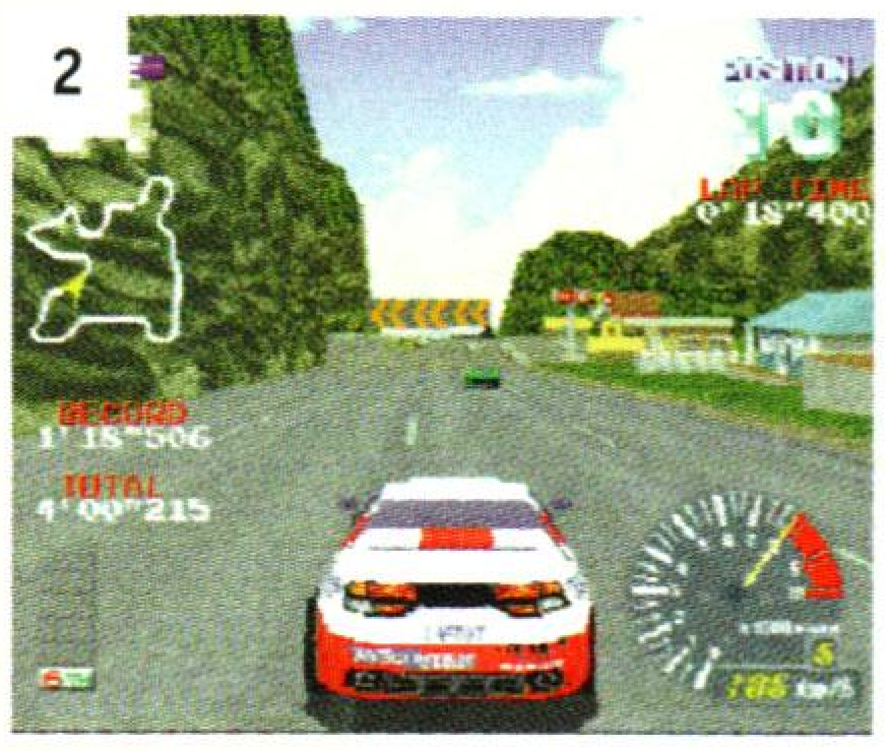
7 SPINNING POINT MODE

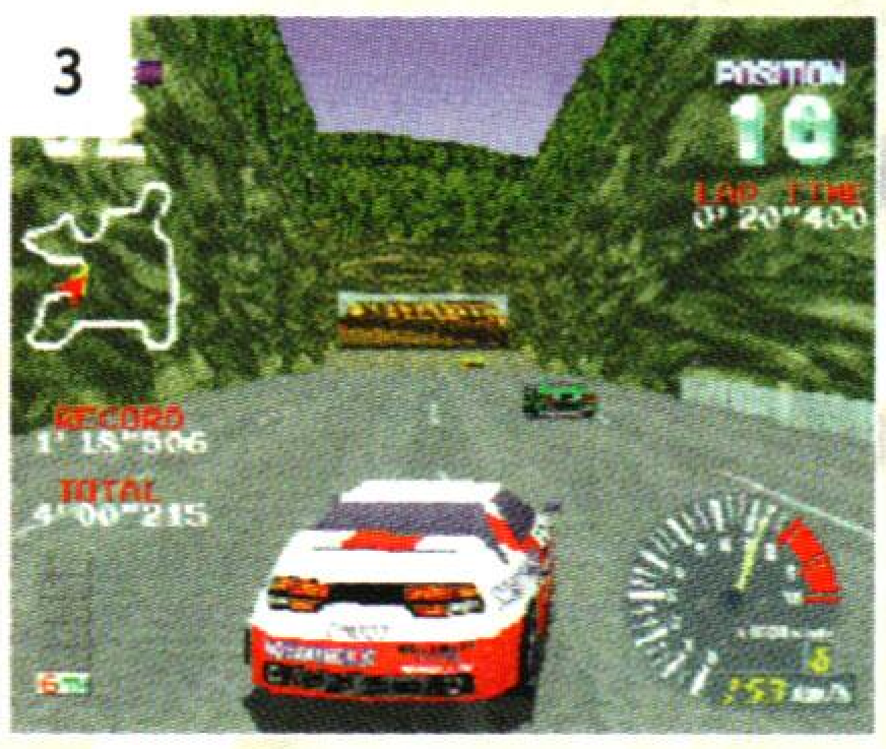
Another welcome secret for the Ridge Racer Revolution player is the fantastic Spinning Point Mode, where every corner you take is judged and points are awarded for style and grace! This becomes selectable when you enter Time Trial mode. Finish your selection and highlight start on the menu screen. Then press and hold down both accelerate and brake at the same time and wait for the race to begin. Your race starts as normal, but when you approach the beachside corner next to the wooden huts, a Rally X car speeds across the screen, forming the 'Spinning Point' message before it disappears in a cloud of dust. Then you may spin your car around three points on every course, and are awarded with a score after every one. The totals are displayed at the end of your race, and the high scores can be saved to memory card. This is a great way to cause powersliding havoc throughout your race and still gain points for your erratic behaviour, so try to score at least 500 points.

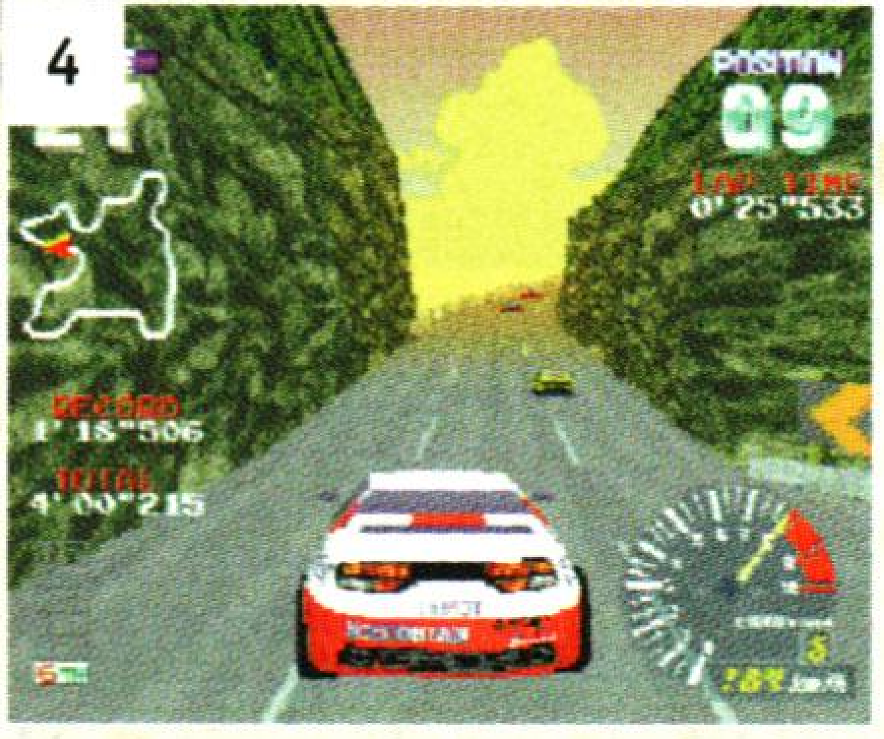


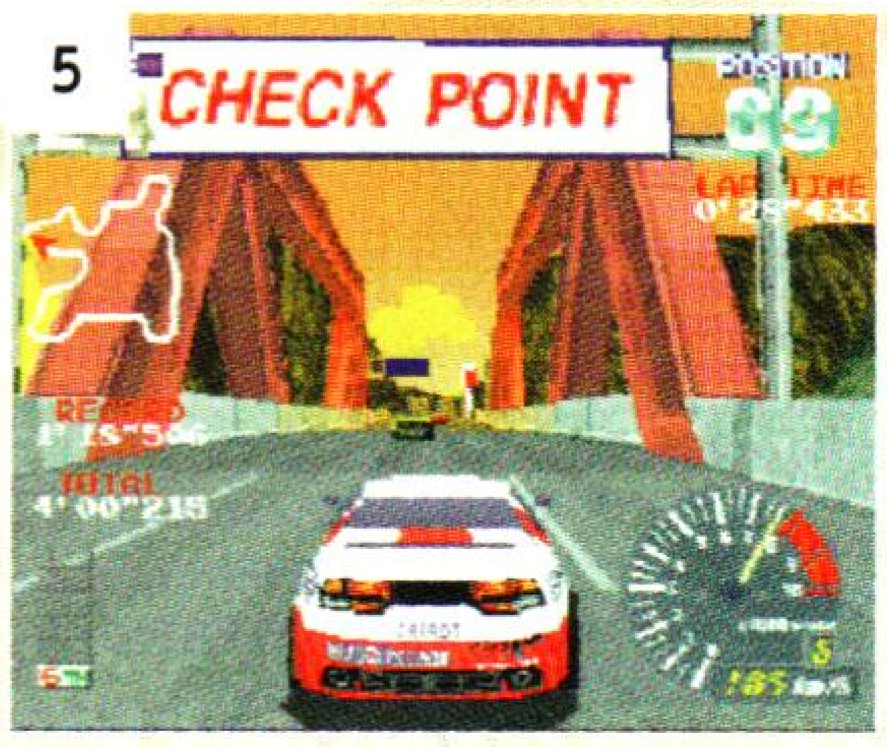
After negotiating the first part of the novice course, the road turns sharply to the left and the advanced course begins. There are a number of problematic sections to this track, not least the precise powersliding needed to pass the infamous Heihachi corner. After this, there is an even more sharp right-hand turn by the lighthouse, which requires true mastery when taken at speeds. Then the road leads to a cliff-top encounter, with the cars speeding along a sheltered section where a light aircraft buzzes along in flight. After this, there is the start of the long tunnel section, but fear not as the first corner is the only one to watch for. Finally appearing from the tunnelled section, the very sharp S bend is the last portion of track to cause you any real difficulties, as the remainder of the track is relatively straight. The S bend is the only part of the course where you need to brake, as all the other bends and sections may be taken by frantic powersliding. A final bit of advice is to choose a car with limited powersliding abilities (such as the Ryukyu, or indeed the Bosconian) as some of the corners need a vast amount of practice.



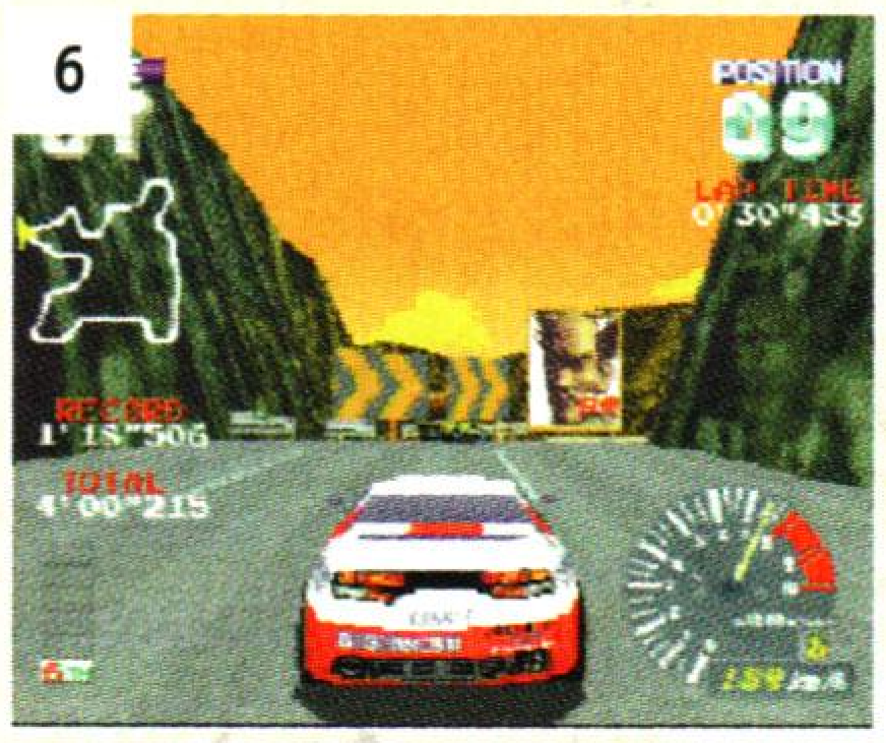


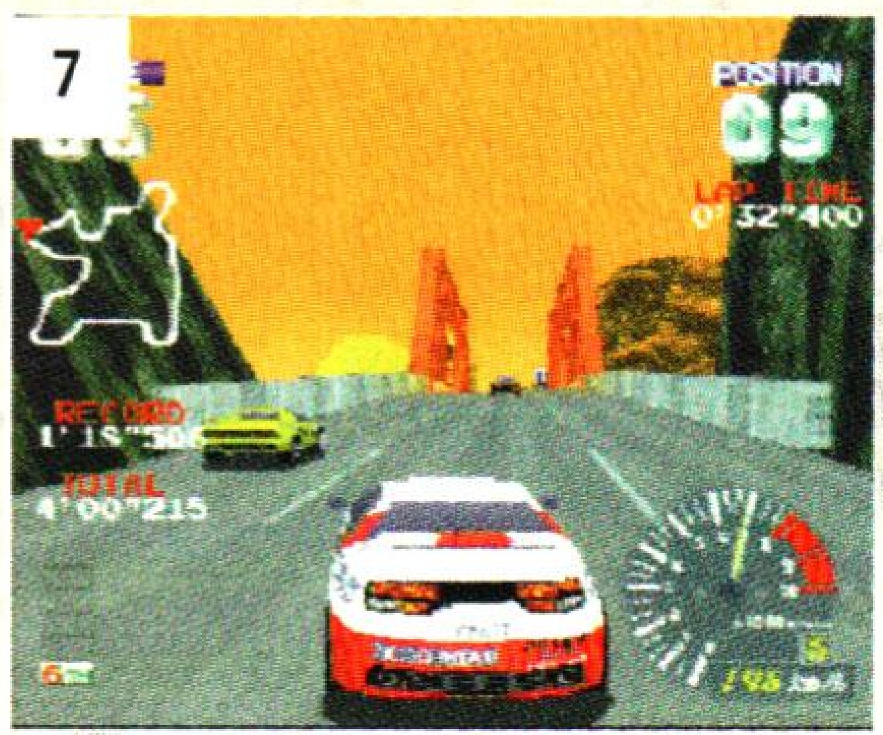


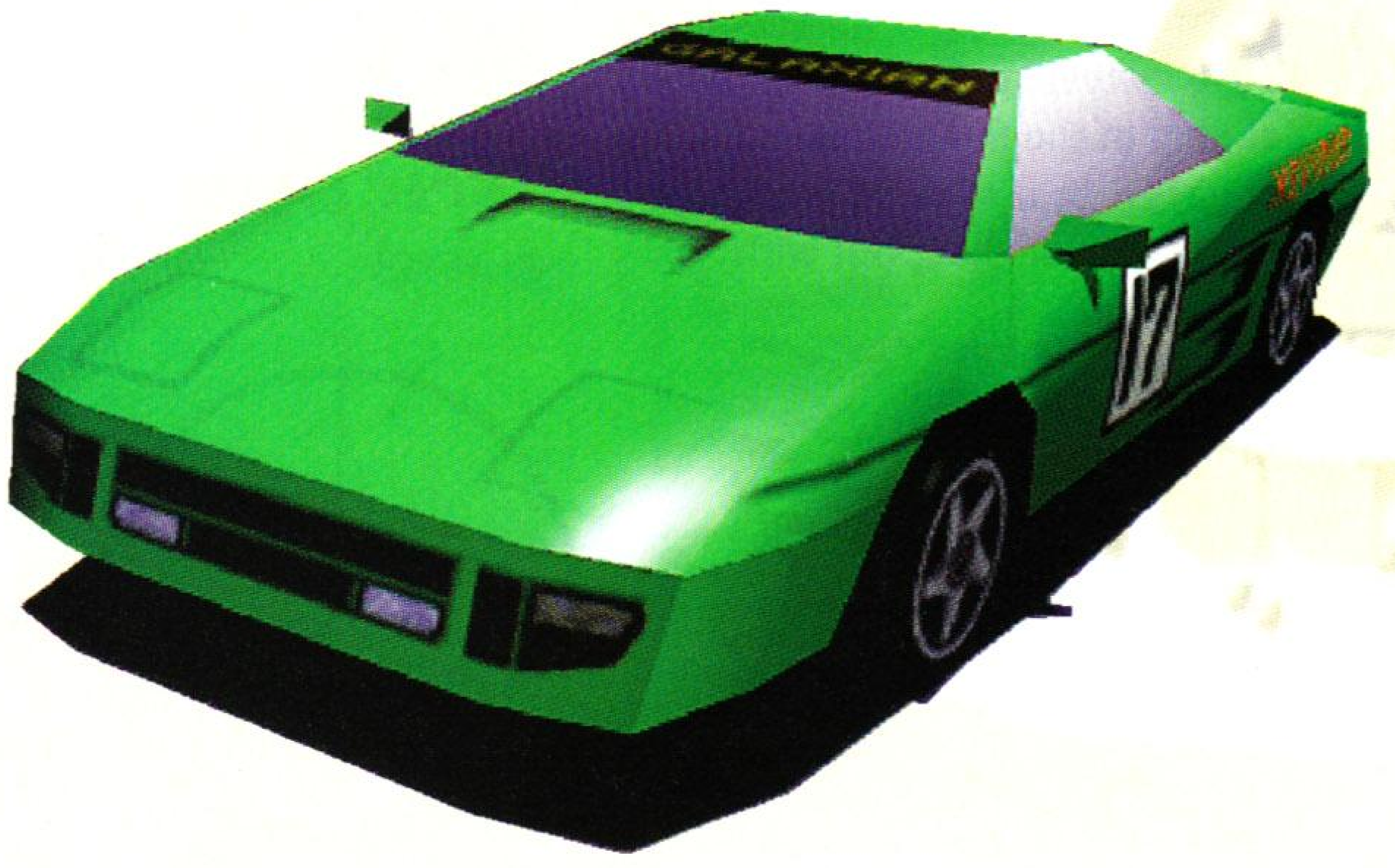




After being ushered left by chevrons (2), you can speed through the tunnel before executing a great little jump (4). Then it is on towards the fabled Heihachi corner (6) where a powerslide is definitely required. Then it is onwards to the lighthouse turning - one of the tightest of the whole game!



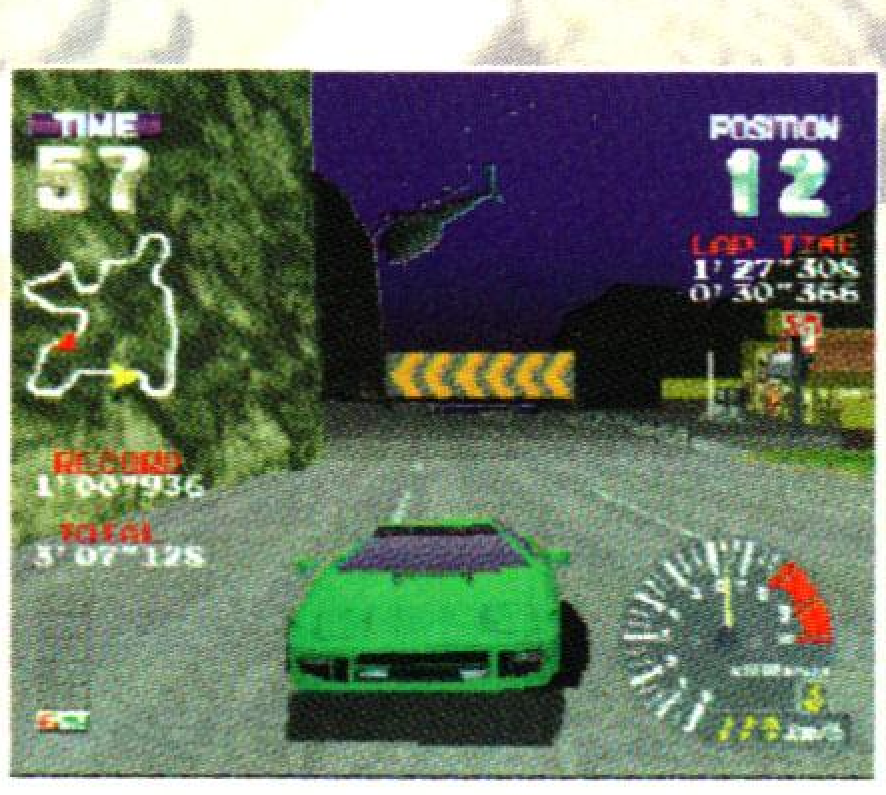




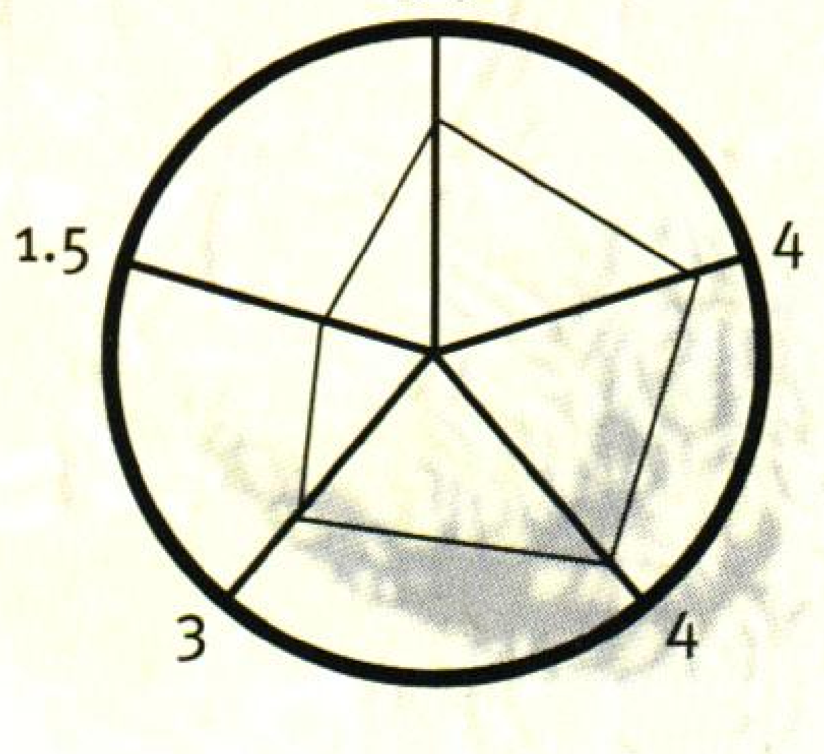
RT XEVIOUS GREEN

TOP SPEED: 245 km/h
CAR #17

The counterpart of the Blue Solvalou, this is also a recommended motor, and handles remarkably similarly to the Blue monster, but has the added bonus of a better velocity and momentum. You may also achieve a top speed with greater ease as the acceleration in rather fine as well. Not quite up there with the likes of the Xevious Red, but a contender nevertheless. Of course, all these normal road vehicles pale into insignificance when compared to the three awesome hidden cars; and now these vehicles can be revealed to you in all their glory...



SPEC CHART



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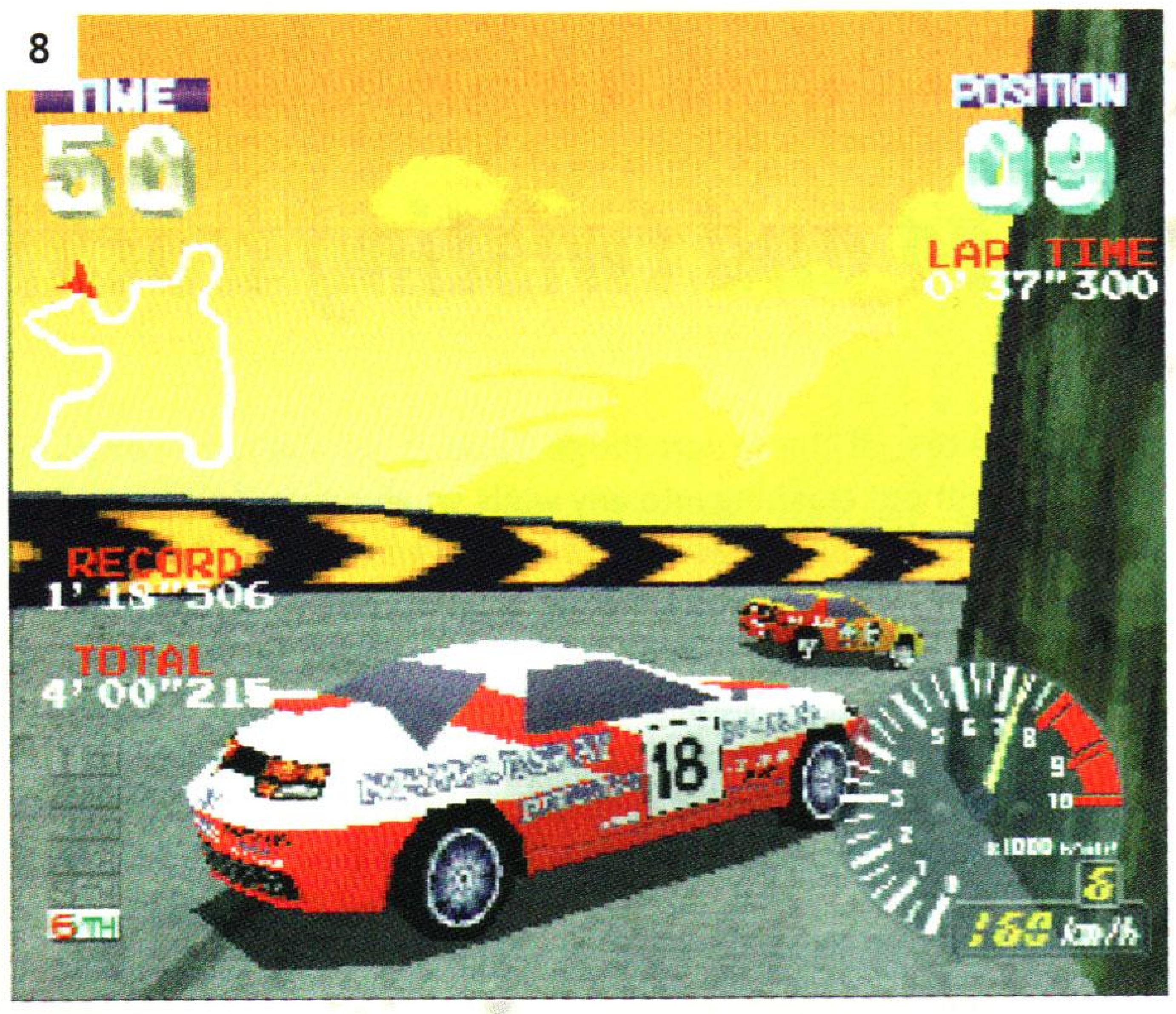
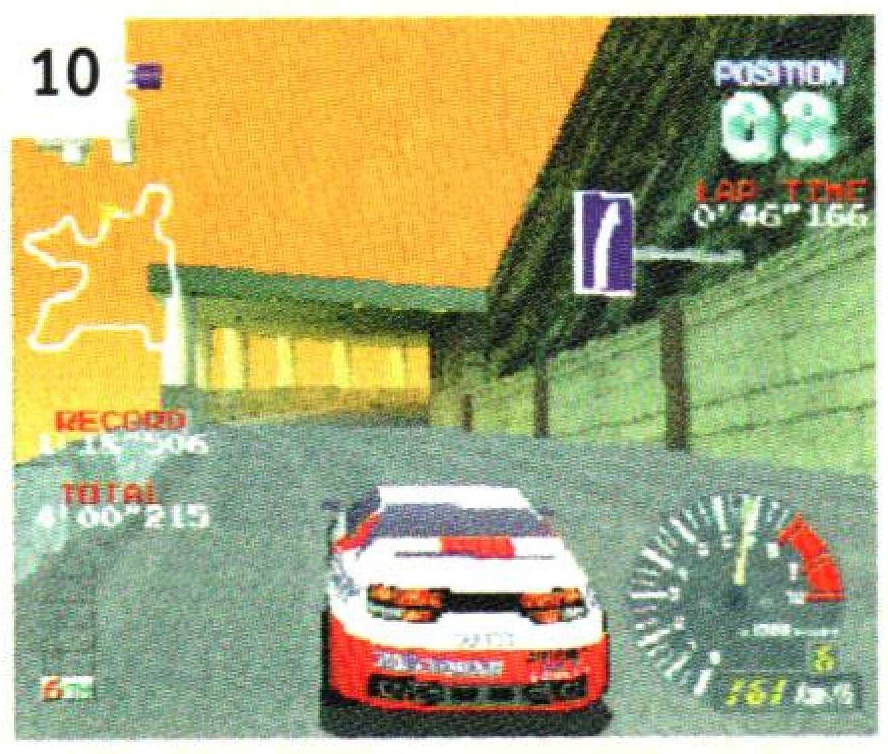


The disgraceful lighthouse turn needs frantic powersliding (8); note the speed and you'll realise the **MAXIMUM** team don't brake for anyone! Then there's the dip past the Alpine Racer board (9) before another sharp right hander (10 and 11). Remember that powerslide!

10



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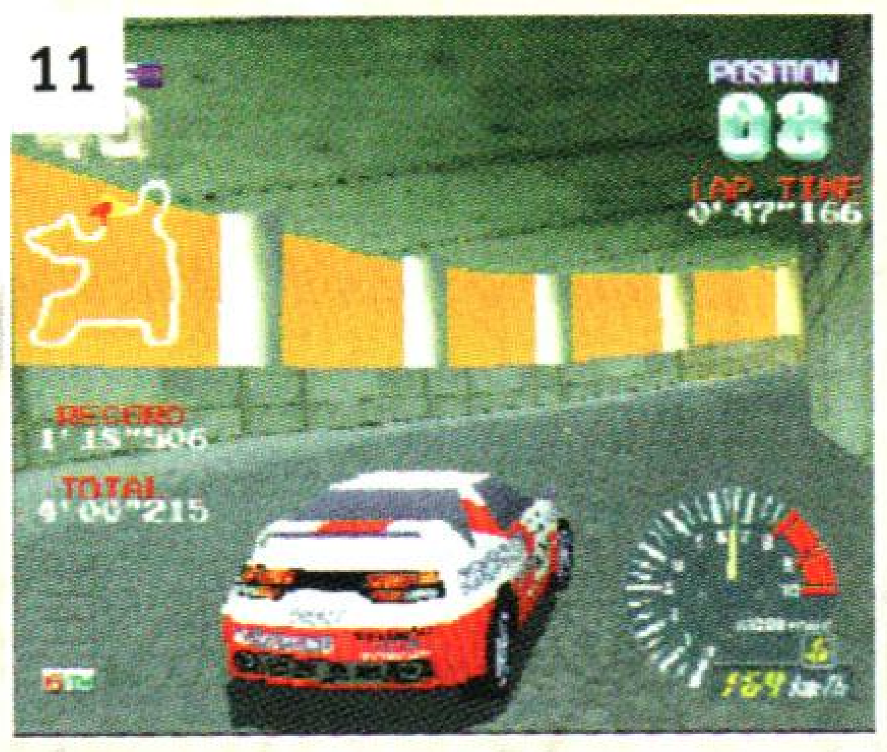
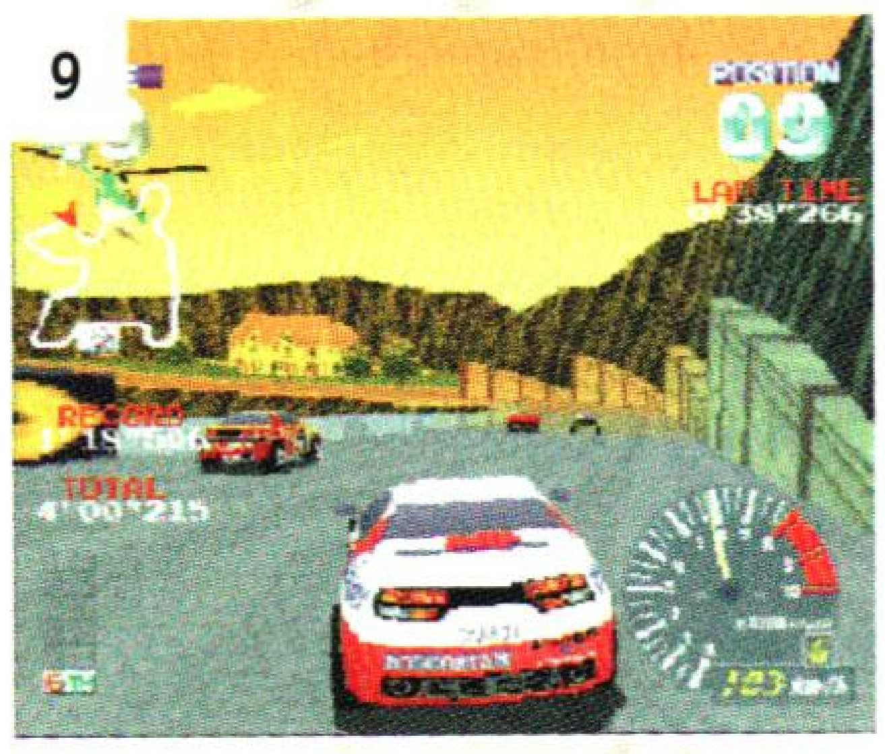


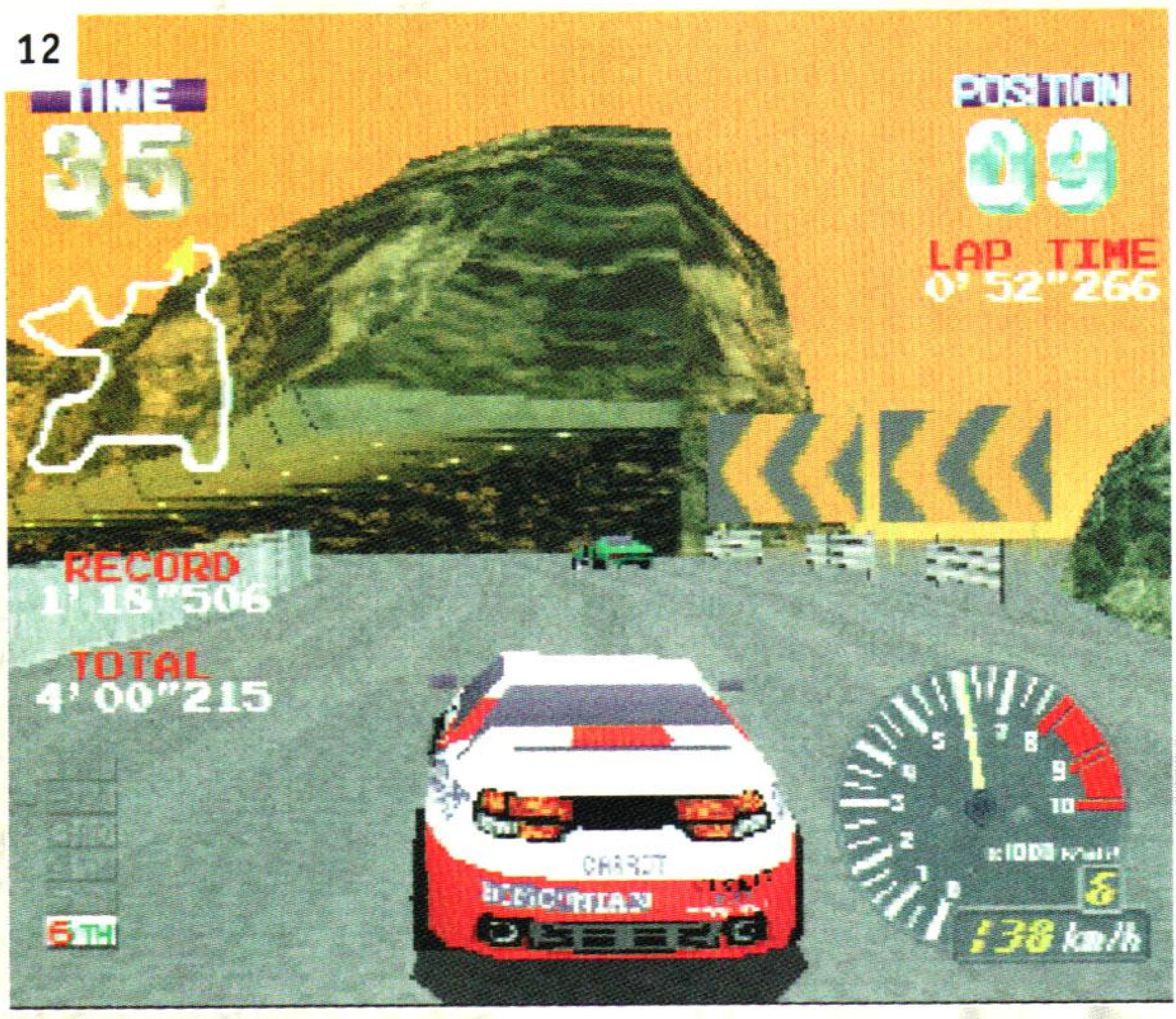
The action gets even more frantic when you play it reversed!

9



When encountering the Advanced Extra course, you should be wise to remember that the cars now accelerate and drive with added artificial intelligence. Choose a car with a good top speed and moderate cornering abilities (such as the Galaga RT Carrot or one of the supernatural speedsters) as these new and improved computer opponents show no mercy when the race starts. Follow the guidelines for the normal Advanced course, but remember to approach the difficult S bend with even more caution, as this bend ends in a jump (and a close encounter with a low-flying aircraft!). As your vehicle isn't able to defy gravity and corner in the air (like a computer cars seem to be able to), you should be exceeding exact in your racing line. Also watch for the jump just after the Checkpoint near to Heihachi's corner, as this can lead unwary drivers to drive into the tunnel wall. A steady nerve and great driving skill is required for this track; whether racing it forward or in reverse, but even the undulating wonders of the Advanced course pales when compared to the frankly gruesome turns of the Expert track. This course must be trounced before you can continue!

12



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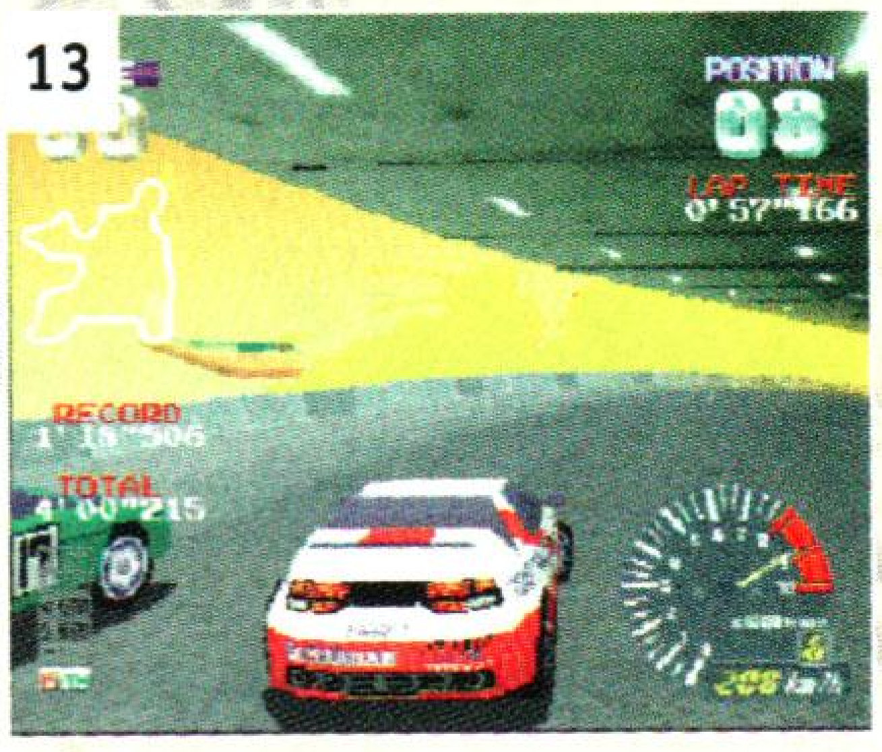
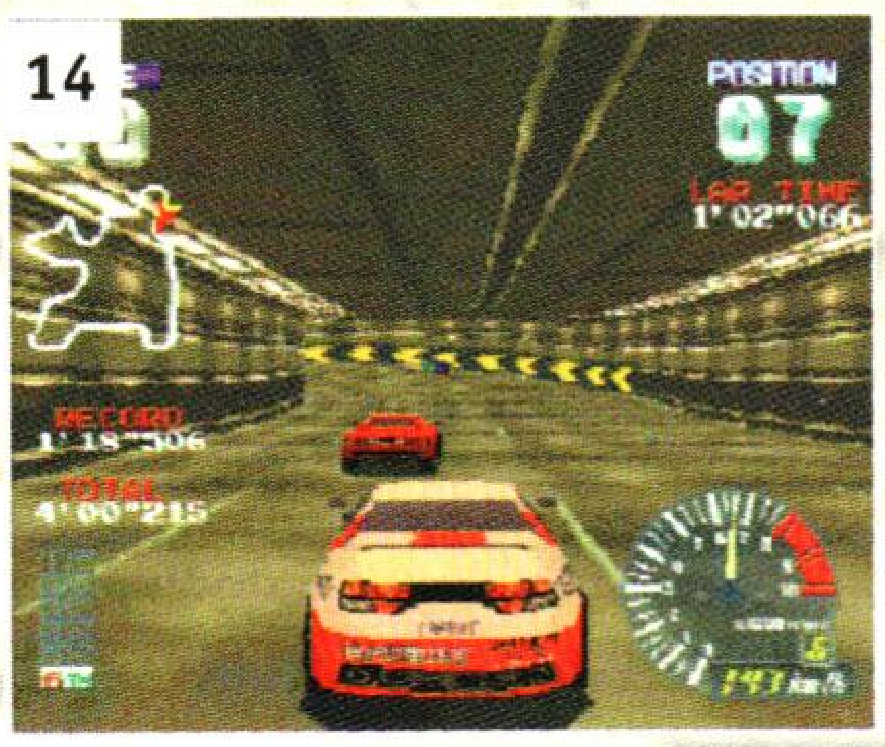


The cliff run is relatively straightforward (12 and 13), but the winding tunnel is more problematic (14 and 15). Swing left, then right and control that powerslide or you'll be eating wall in an embarrassing fashion. Finally negotiate that tight S bend (17) by a small tap on the brake, before the regular finishing left-hander appears.

14



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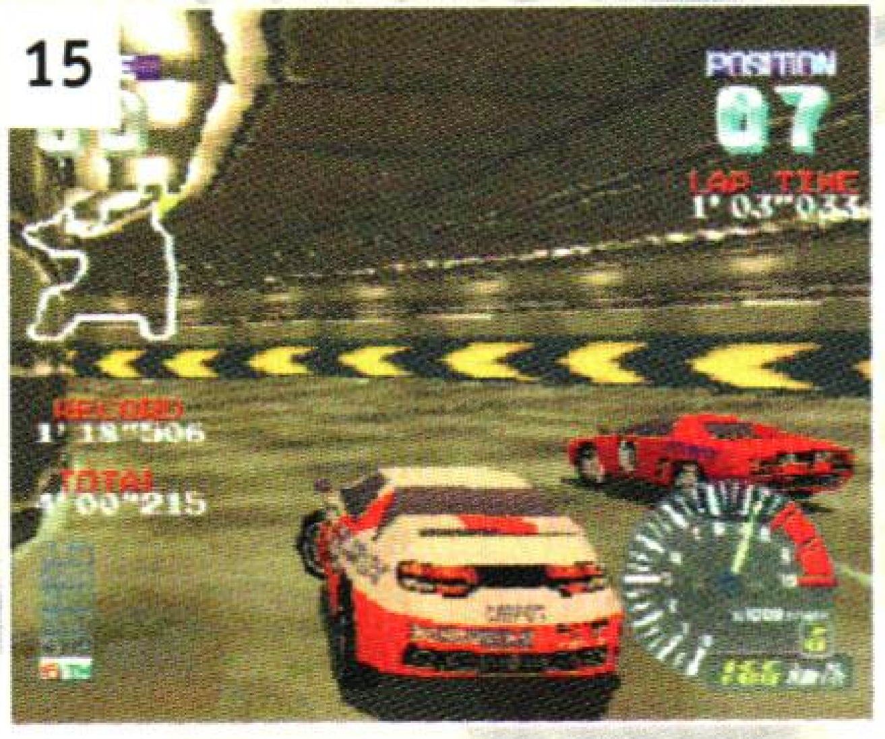

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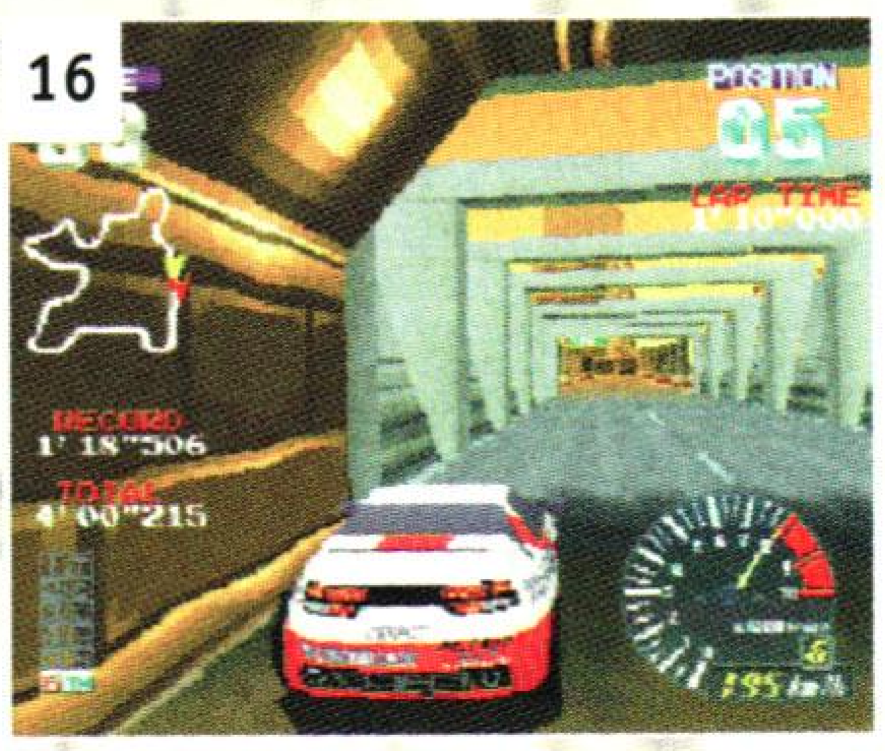

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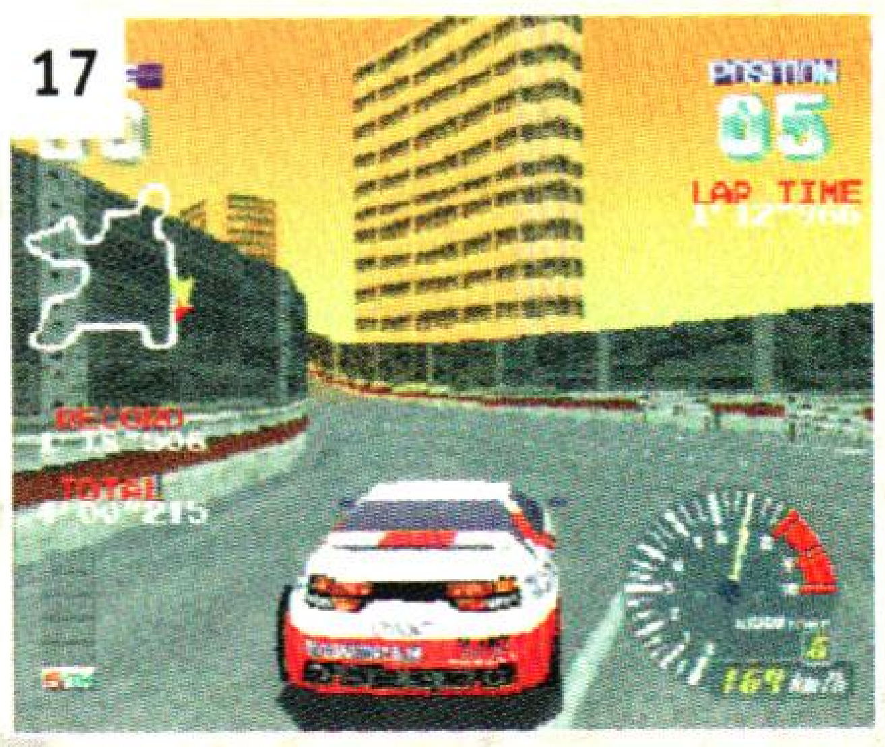


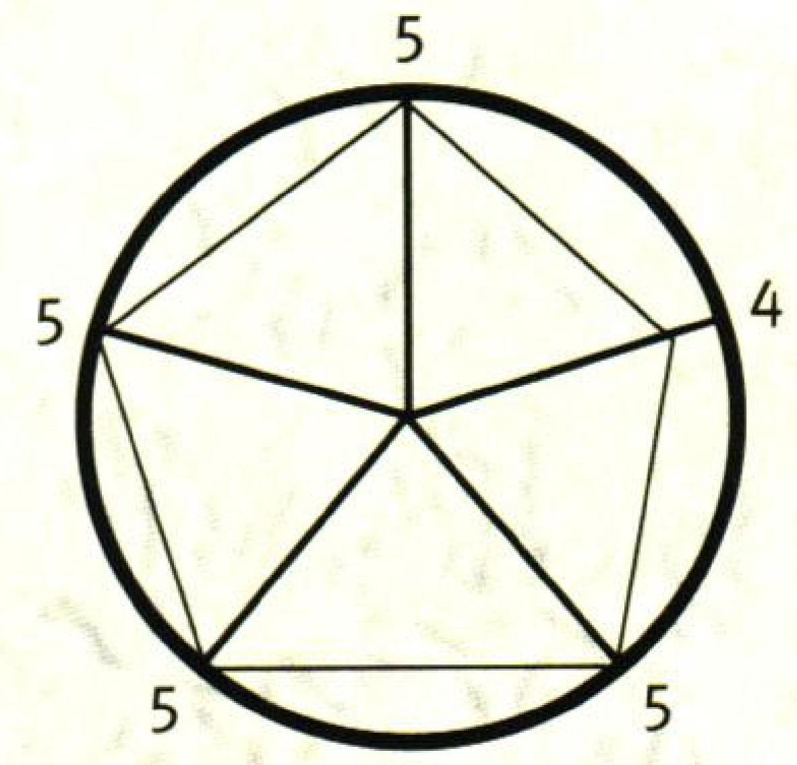
GALAXIAN
13

13th RACING

TOP SPEED: 286 km/h
CAR #13

The secret roadster from the first PlayStation Ridge Racer makes another appearance in the sequel. As you can tell, this is one monster of a vehicle, worthy of the Dark Lord himself, and has one unique factor; the grip is absolutely perfect. Not quite in the same league as the White Angel, the Devil car requires a very special skill to get it to powerslide, as the professional road warrior should depress the gas pedal well in advance of a corner. Despite the all-too perfect grip, this is arguably the finest car in the whole game, with the obvious exception of the white wonder.

SPEC CHART

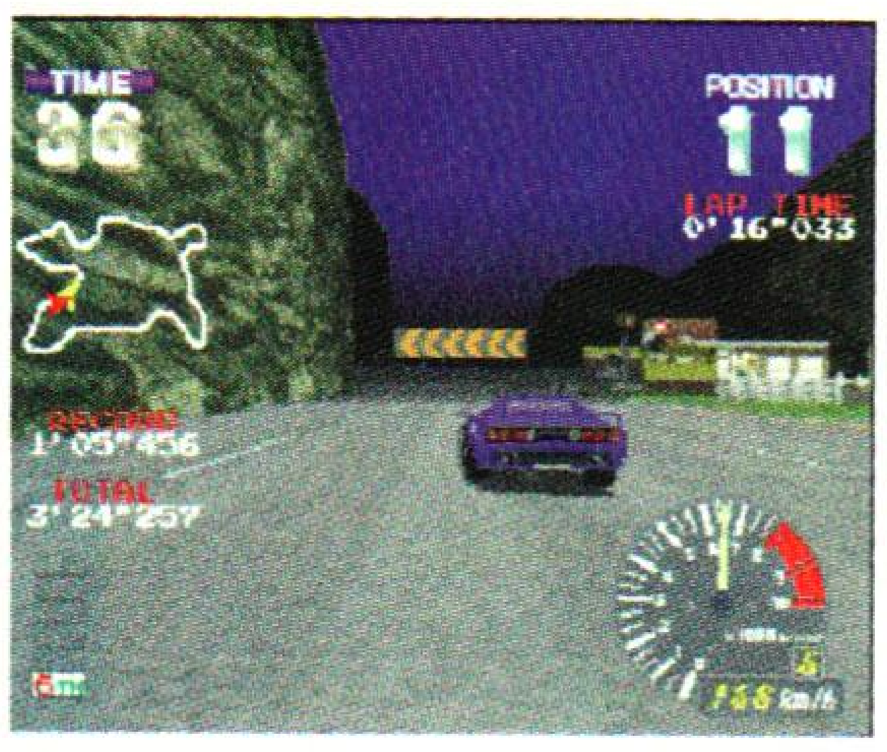


EXPERT COURSE -

A fiendishly designed and twisting track!

8 IN-GAME CAR MANIPULATION

Once you've begun your quest for ultimate Ridge Racing supremacy, there are a couple of tweaks your can make to your viewpoint. In the internal view, pause the game and hold the triangle button, and then press L1 to turn the rear-view mirror off, and L2 to turn it back on. With the rear-view mirror off, your race becomes all the more fraught, as you cannot block overtaking vehicles and have to rely on the announcer's advice, but you are able to see more of the scenery. Whilst in exterior view, you may apply the same cheat, and the car zooms out slightly when L2 is depressed, and zooms back again when L1 is tapped. The default exterior view can be returned to by pressing both L1 and R1, and all views remain changed even when you begin another race.



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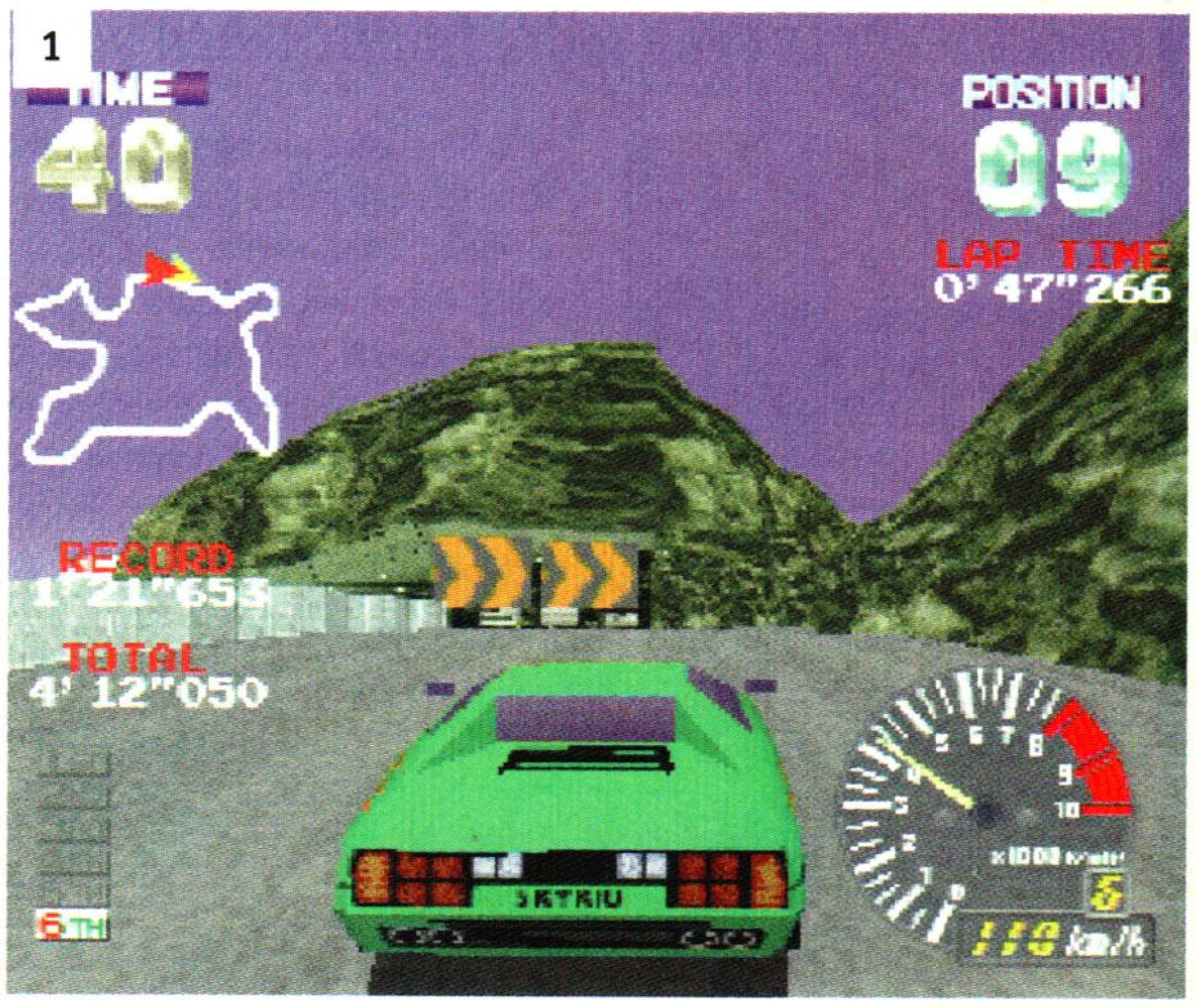
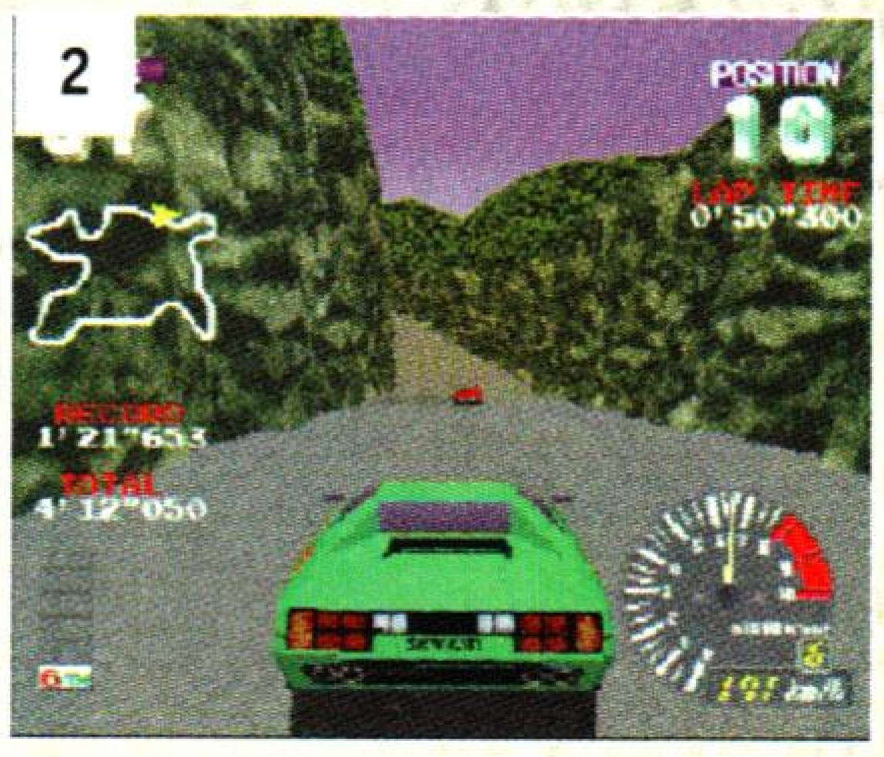


The true test of the Expert Ridge Racer is an ability to complete this track without crashing into any walls whatsoever. Apart from the increase in speed , this track starts in the same way as the two previous courses, with the track taking a sharp left towards Heihachi corner. After passing the lighthouse and the advert for Alpine Racer, the track takes a right turn instead of a left towards the cliff side embankment. This is the start of the most difficult section in the entire game, but starts with a suspiciously easy downhill stretch into a carved gorge. Then there are two moderate bends followed by a straight (and Checkpoint) where a barrel-looping plane adds a graphical flair to the proceedings. It is after this section that the track becomes fiendishly difficult, as the next right-hand bend is long and becomes increasingly thin and sharp, meaning a deft powerslide is in order to avoid a crash. Swing left and into the narrow tunnel section for more driving carnage; as the inexperienced driver is sure to come a cropper on one of the three tight bends. After emerging from the tunnel, negotiate the Pac-man corner, zoom under the mono-rail and swerve to the left to avoid hitting the wall after you jump. Then keep a tight racing line before completing your lap with-

2



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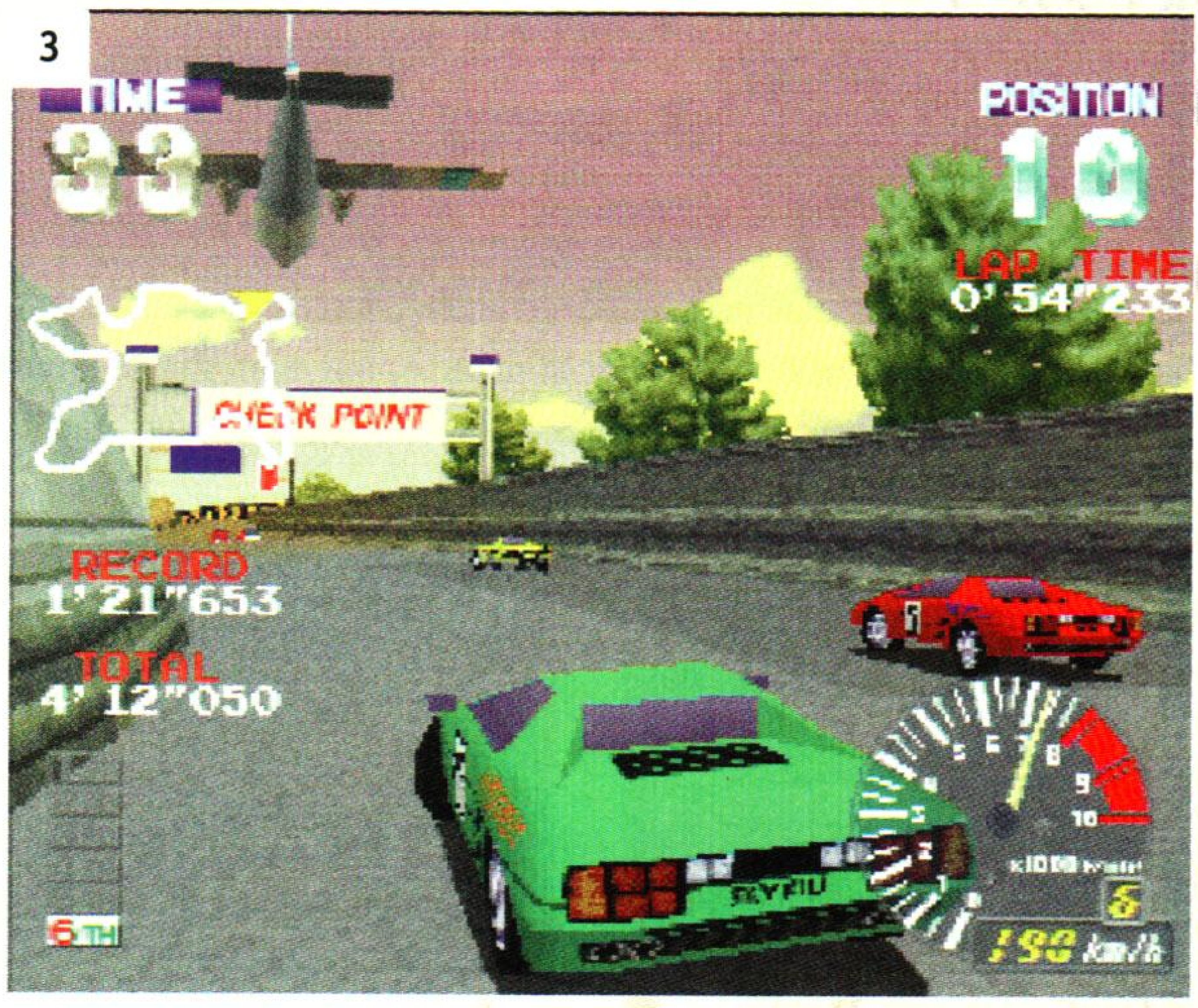

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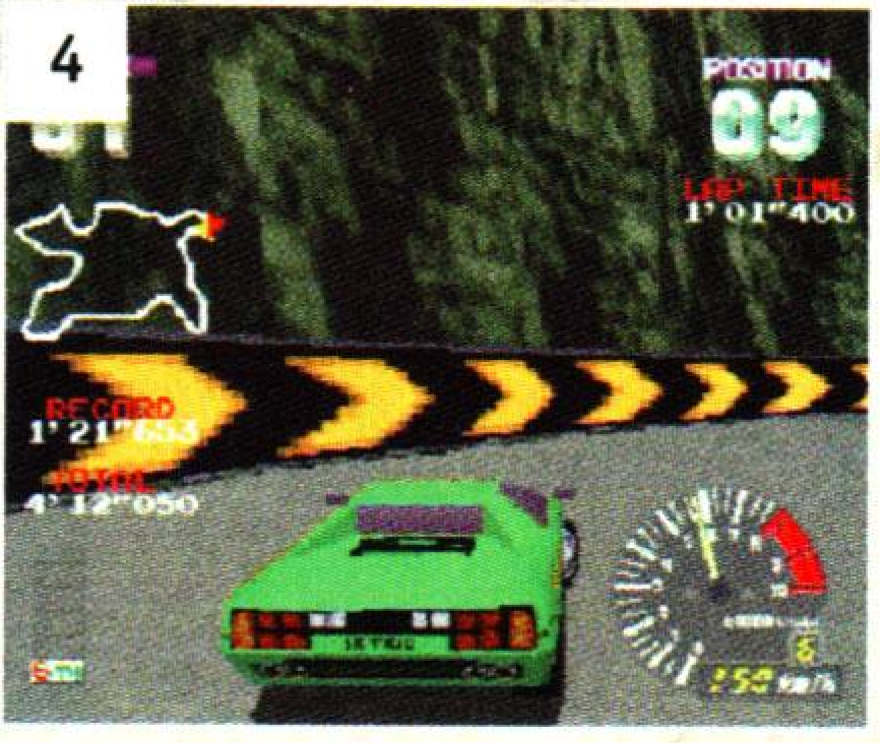

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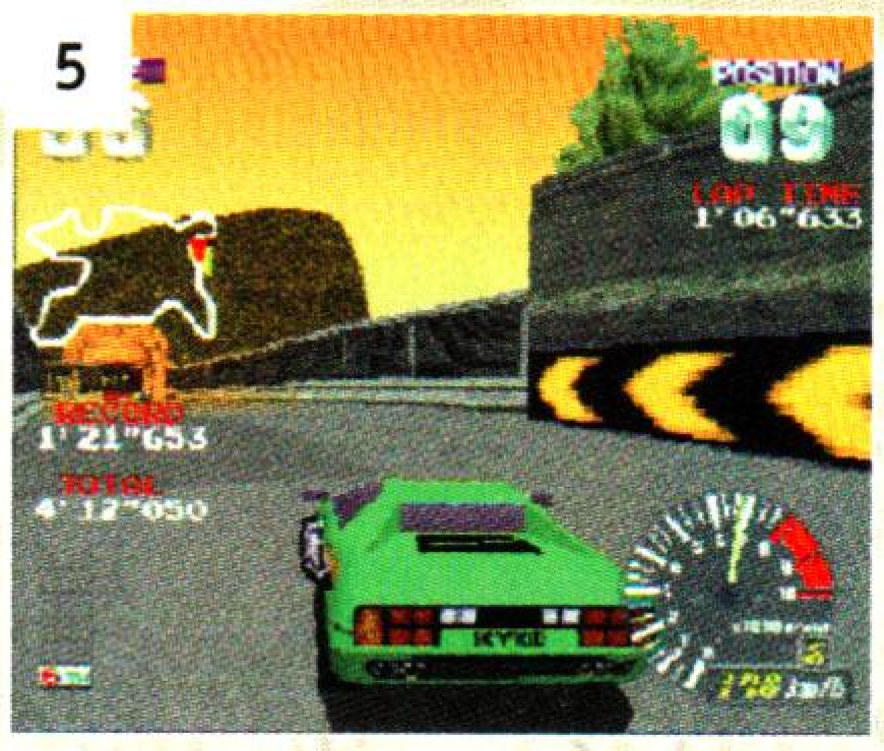


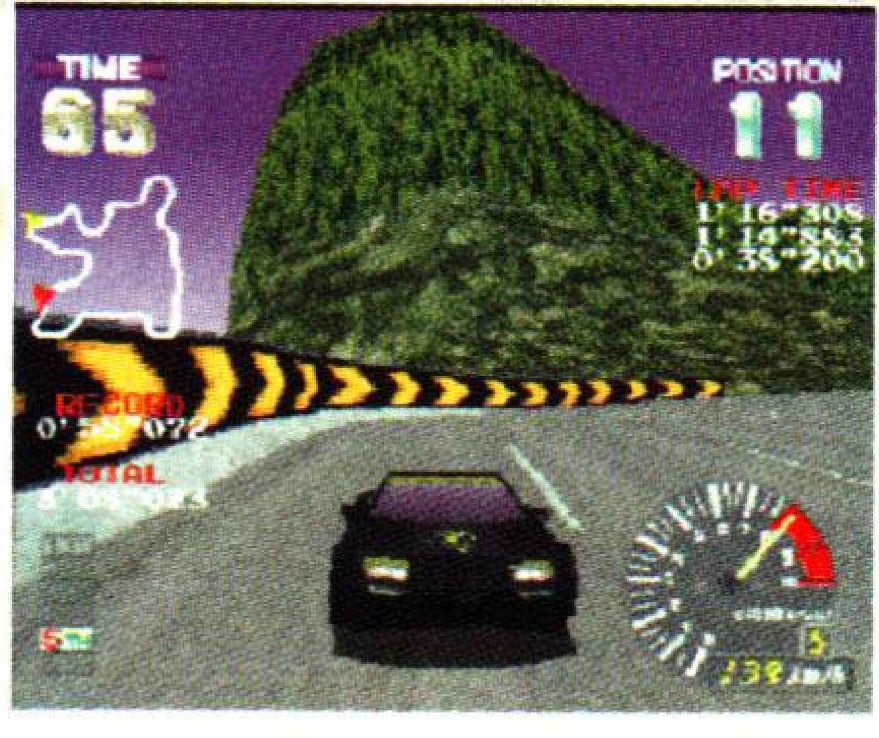
The first section of the Expert course is really rather simple, and rather reminiscent of the extra section of the original track. Watch for the plane zooming overhead (3), and gradually powerslide into the long right-hander (4) before righting yourself for the approaching tunnel (5).

……

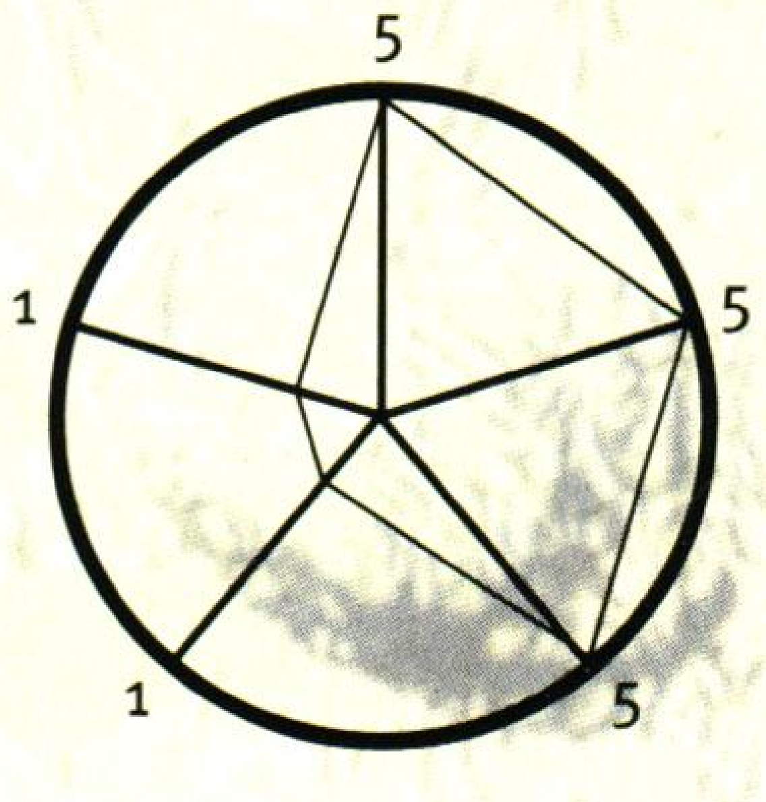
13th RACING KID

TOP SPEED: 286 km/h
CAR #?

Initially coming as something of a disappointment, the Chibi Devil has the fastest acceleration and an excellent top speed, but with one huge disappointment - it handles like an absolute donkey. This means that it becomes the powerslider's ideal vehicle as almost every corner needs to be skidded round. The Chibi hasn't been overly used in the **MAXIMUM** offices, but with the correct hands, this becomes a wonderful vehicle to control. Just remember to wrench the wheel constantly, and you'll be racing along at disgracefully high speeds!



SPEC CHART



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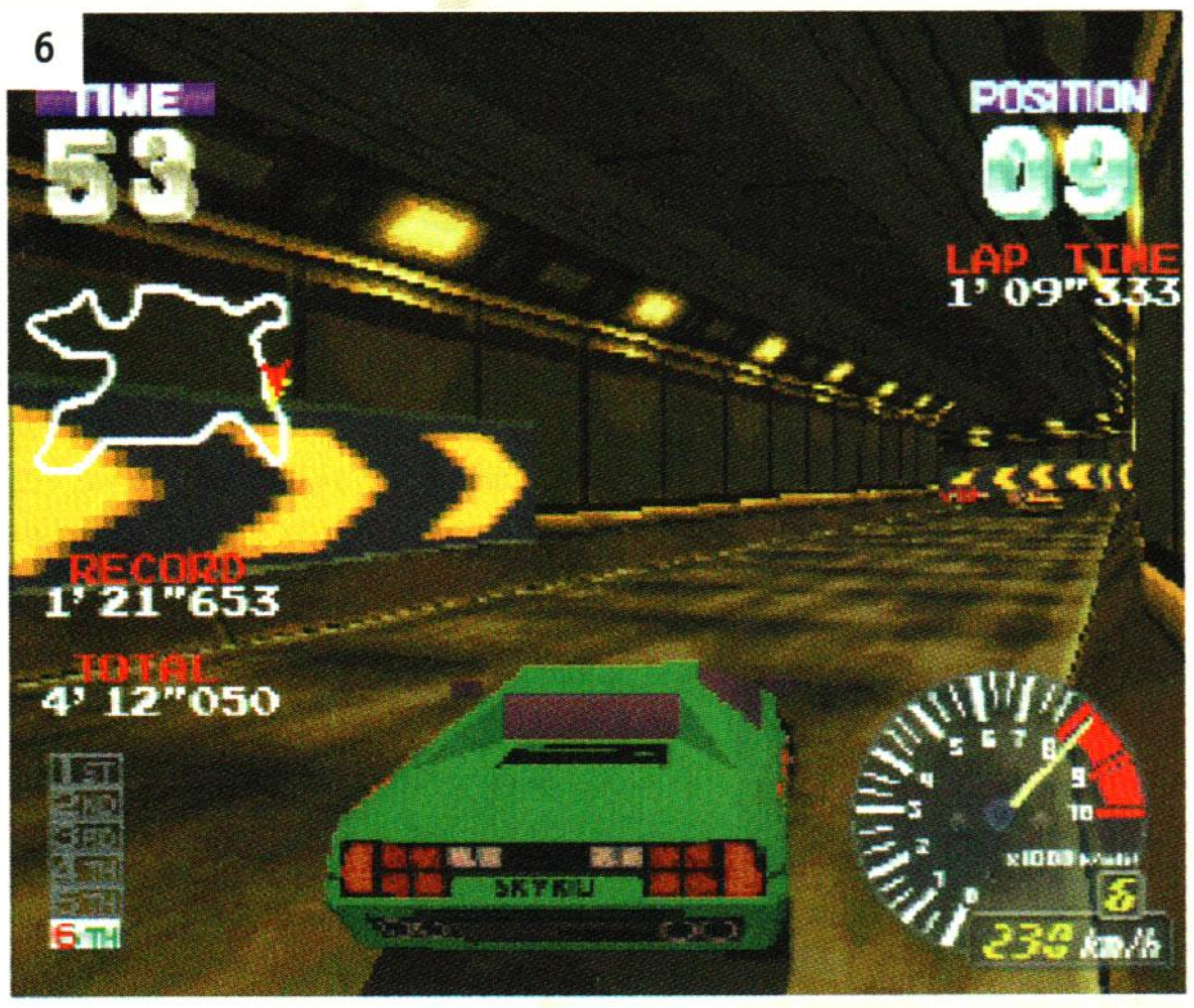

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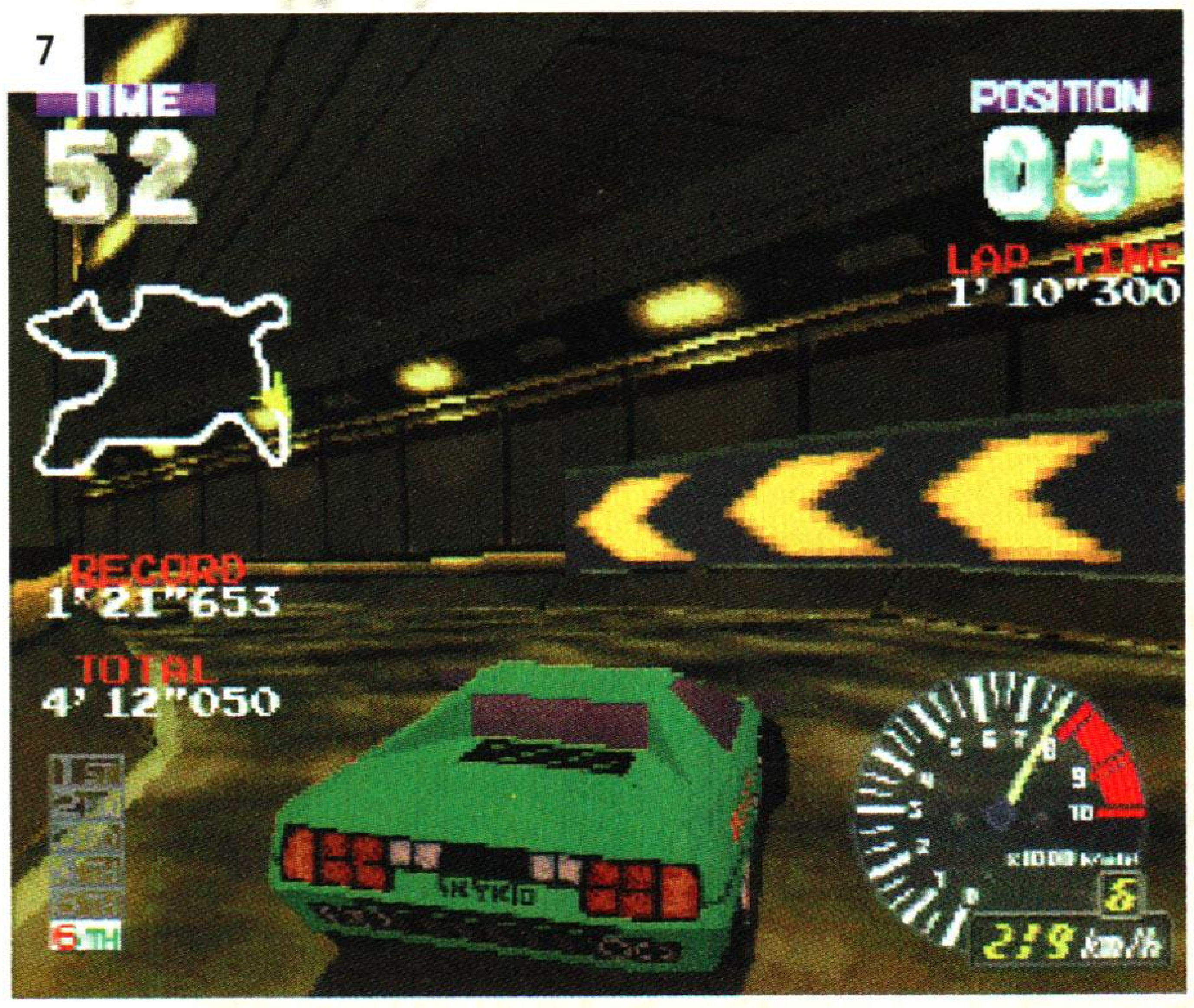


Our green Xevious driver shows exactly how to take the first corner of the tunnel (6); by powersliding slightly before regaining control almost immediately. Then he comes a cropper (7), turning too slowly. An embarrassing wall scrape followed this appaling display!

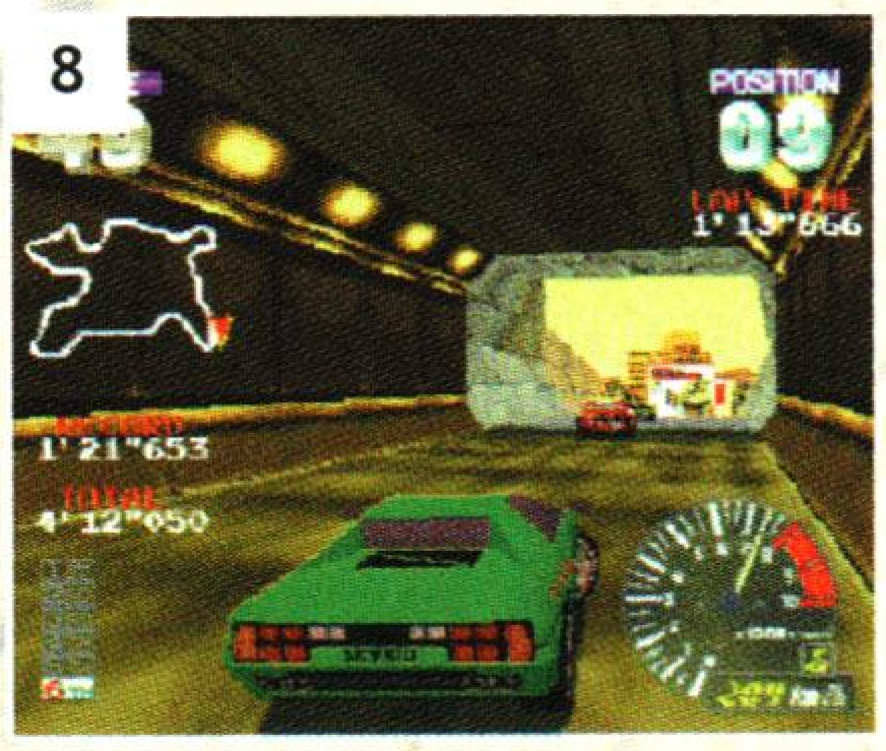
out much more than a bump or two.

The Expert course is a true test of a racer's abilities, as contrary to popular belief, the course may be completed without using the brake at all (which is something you can't really manage on the first course with some vehicles). All that you need is nerves of steel and a thirst for death, coupled with eyes that never blink and you'll be well away; cruising to a monumental victory. Zooming round this course in the White Angel is the ultimate way to enjoy this game. Try it at the first available opportunity!

When racing in reverse, the course becomes slightly easier, as the section before the narrow tunnel is easier to negotiate. Use the tactics shown to slowly pass the opposition, and make no mistakes, as the cars have benefited from an extensive engine overhaul. Memorise this course, as much of your driving takes place at night; leading to a crunching pile-up for the unwary, and also watch for that jump after the Heihachi corner - this is the only place where an expert Ridge Racer needs to brake.

Almost out of the tunnel (8) and the Pac-Man corner is visible; and this is another very tight bend. There's no need to slow down as an expertly-positioned powerslide is all that's required (9 and 10). Then keep left for the first jump and left again for the second. Now the final race for the finishing line!

8



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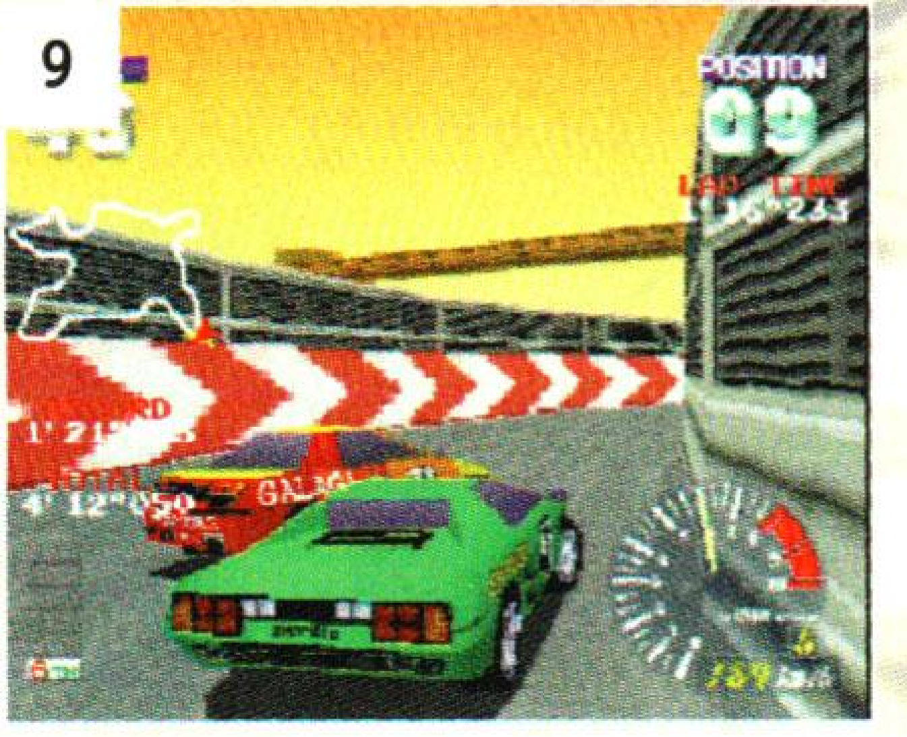

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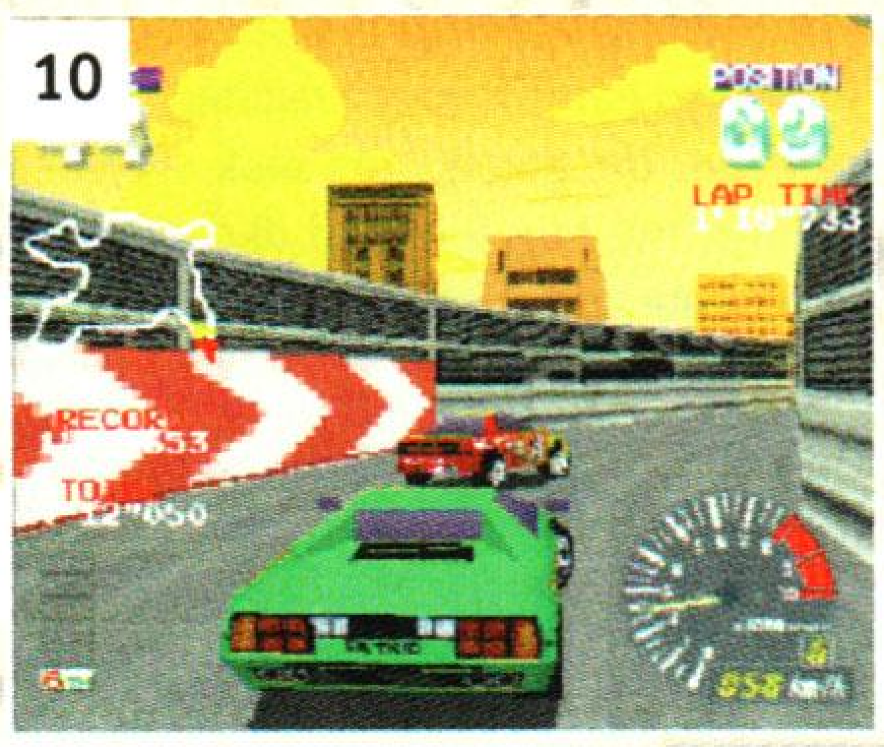

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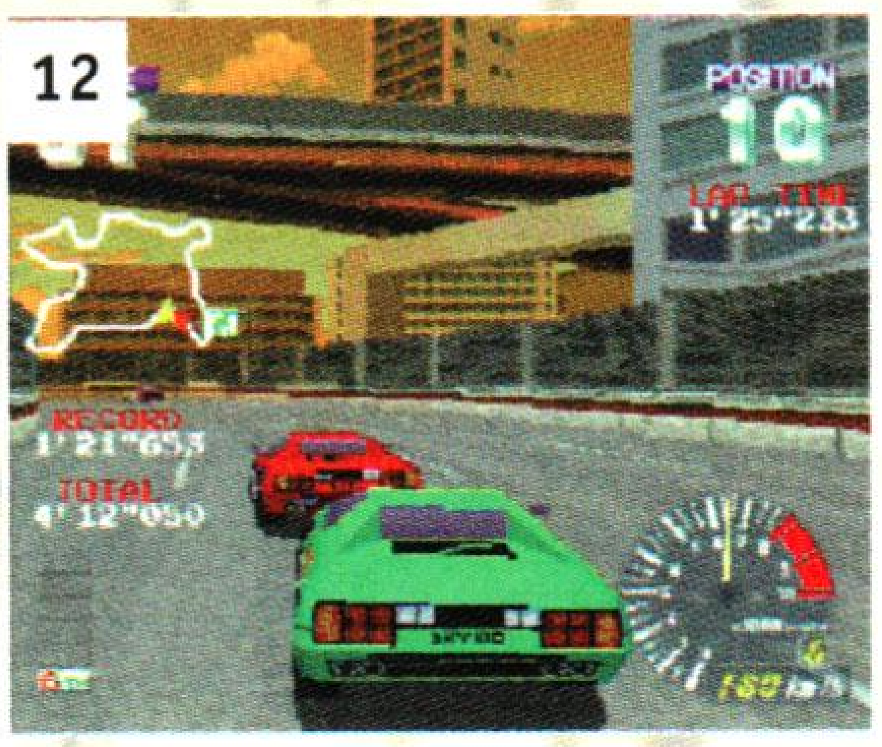
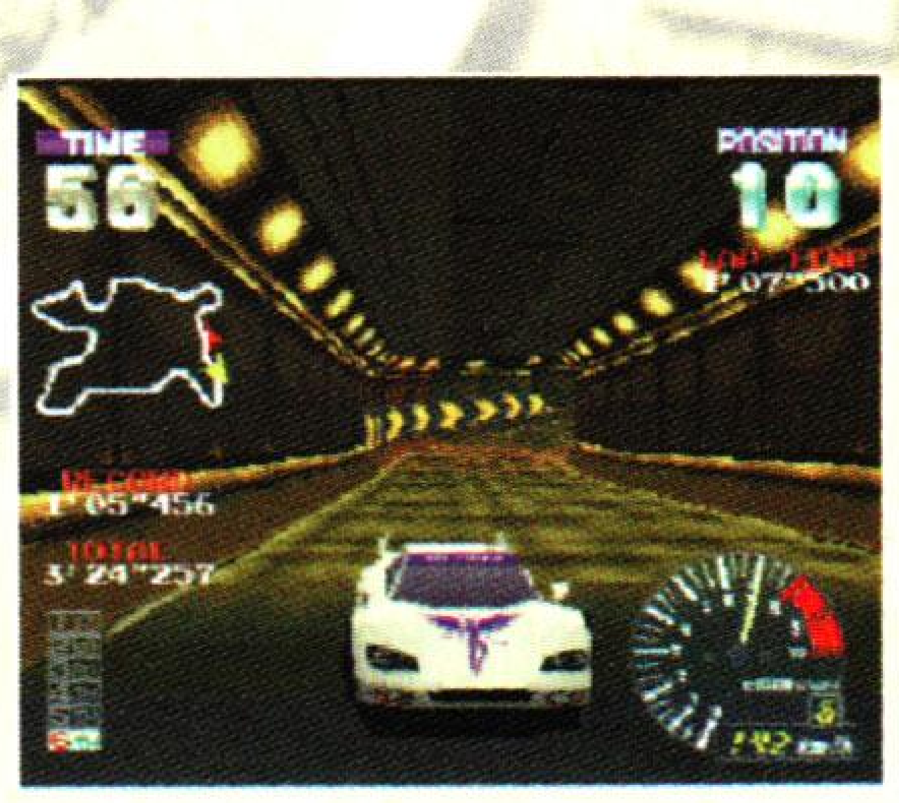


13

WHITE ANGEL

TOP SPEED: 286 km/h
CAR #0

Of course, Namco saved the best for last, and the White Angel is testament to this. First seen speeding past the normal cars in the end sequence to the Expert course, the gift from the gods is the finest racing vehicle of all. With maximum scores in all departments except grip, the white wonder can smash any lap time you may have achieved. The lower grip is a real blessing, as it enables some of the most professional-looking powerslides of the entire game. Obtain the White Angel at the earliest opportunity and the greatest adrenaline rush of all time is yours to control!



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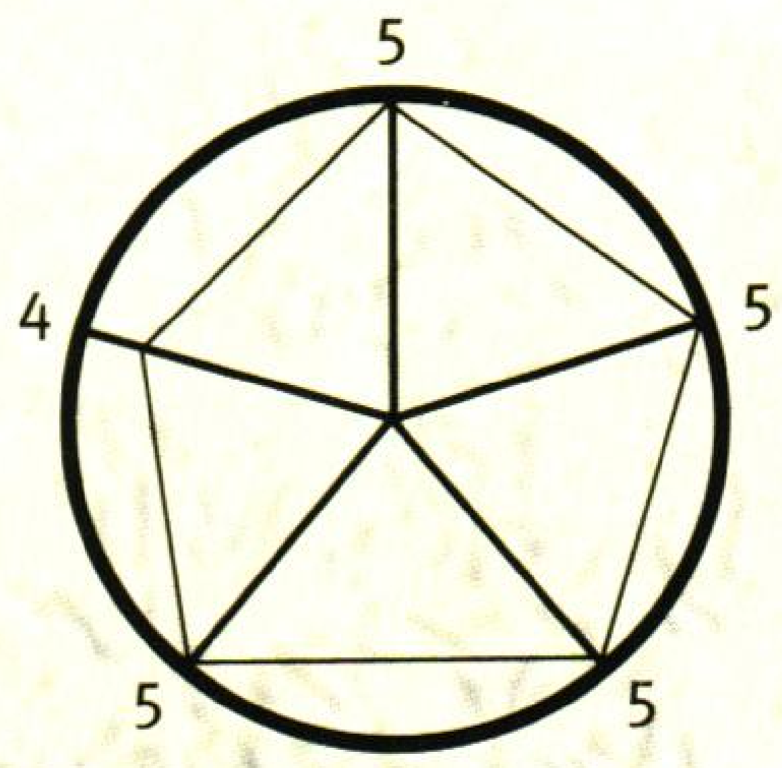
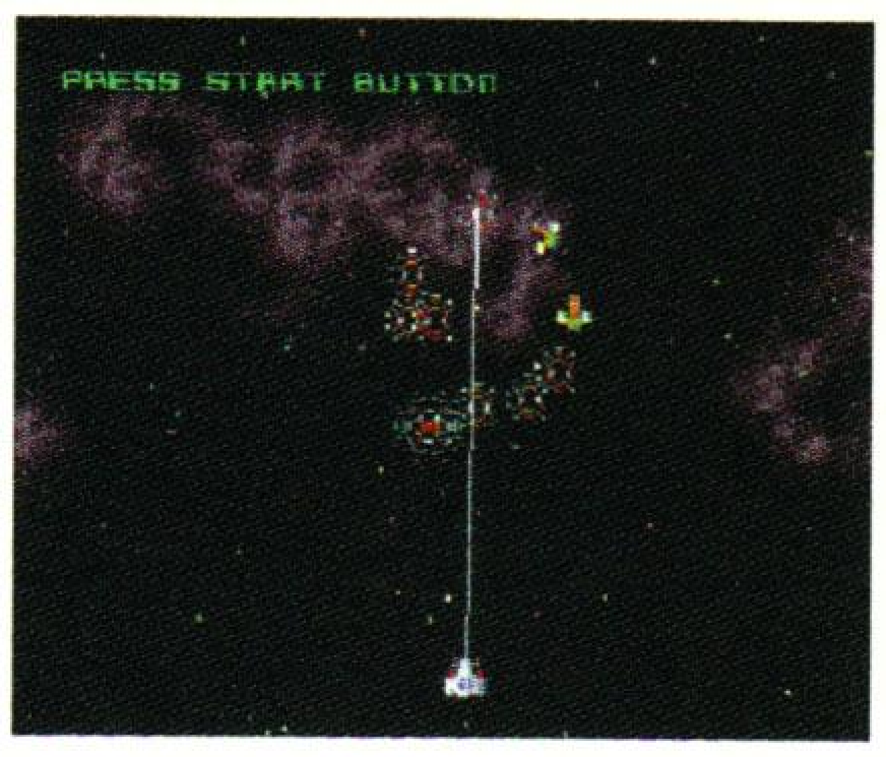


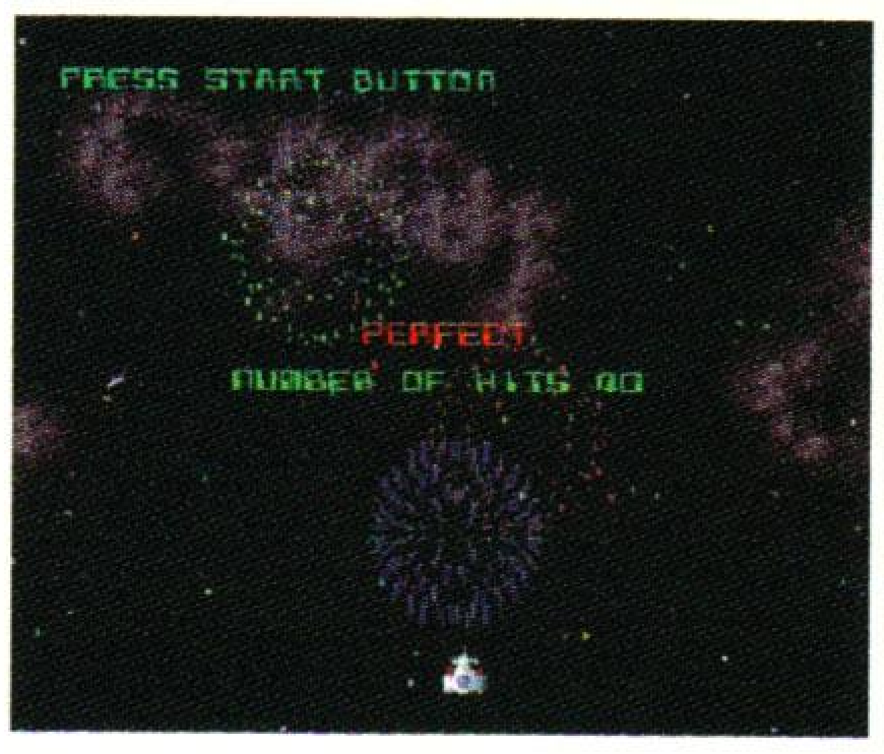
RIDGE RACER REVOLUTION

SUPER-DEFORMED action with the awesome BUGGY MODE!!

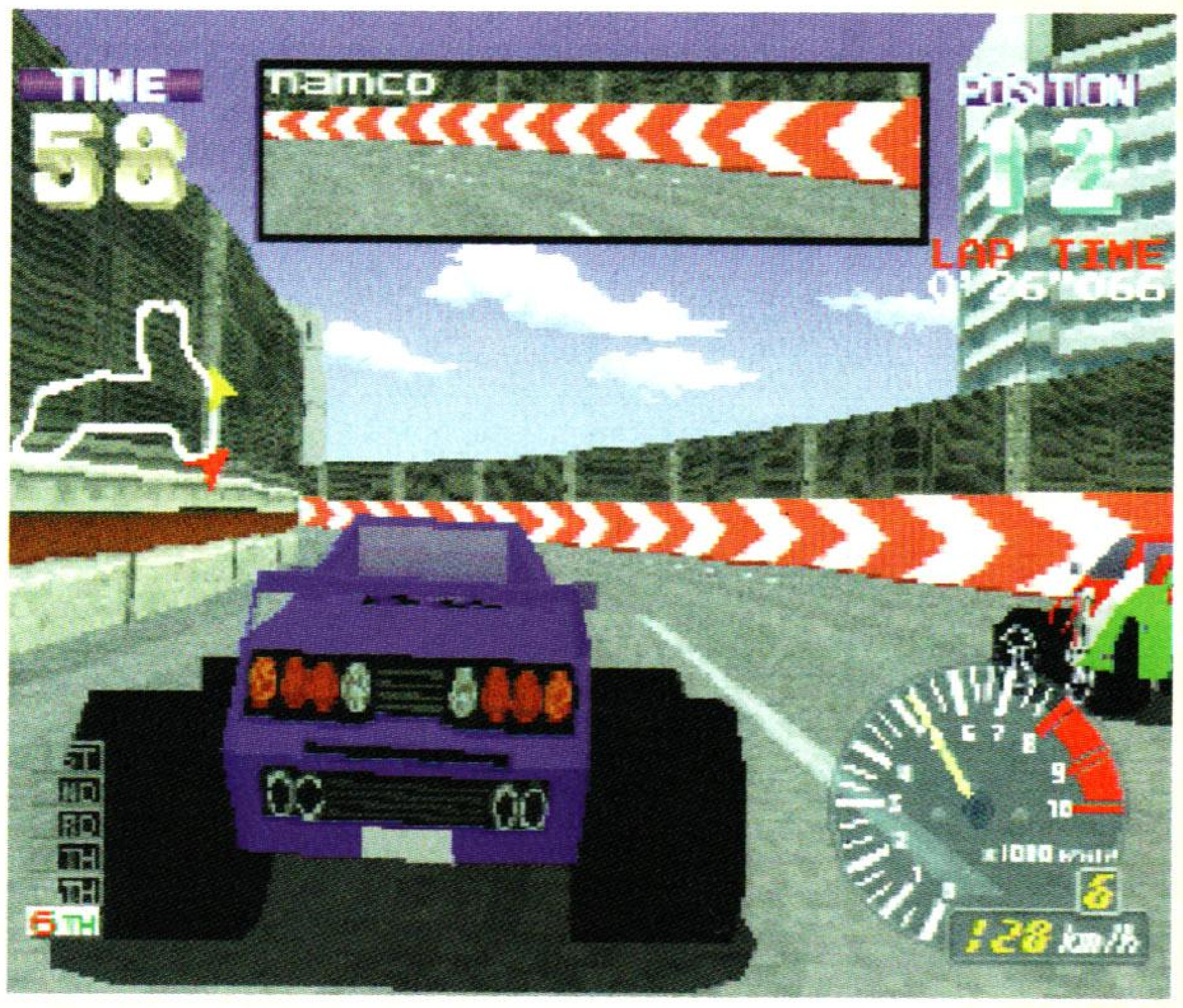
9 BUGGY MODE

The finest cheat has been saved until last; and this enables you to enter the fabled Buggy mode. For this to work, you must shoot all the aliens in the Galaga '88 start up sequence without expending more than 40 bullets! Obviously, this is next to impossible without spending hours learning the patterns of the aliens (which incidentally, **MAXIMUM** achieved after about half an hour of fraught firing and sticking tape to the television screen to aid us), so try using the secret hyper turbo laser that the Galaga ship possesses! Yes,



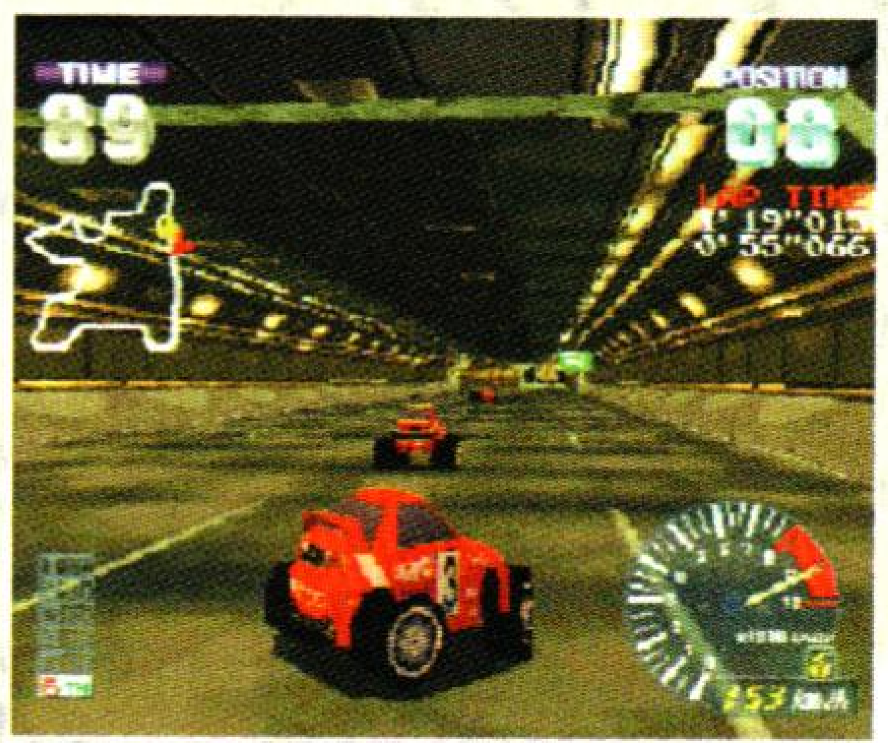
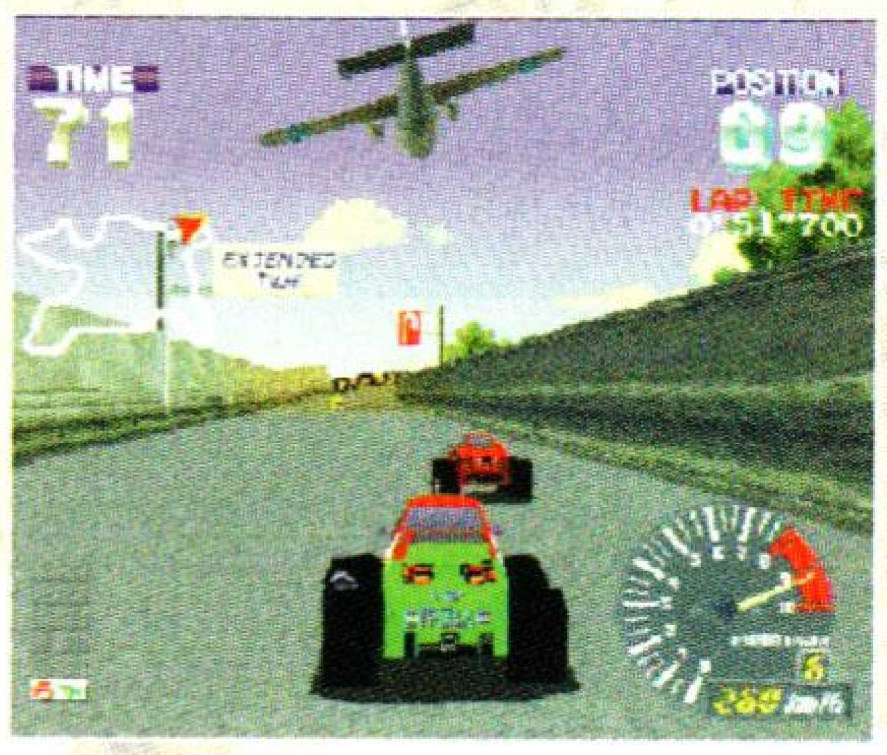
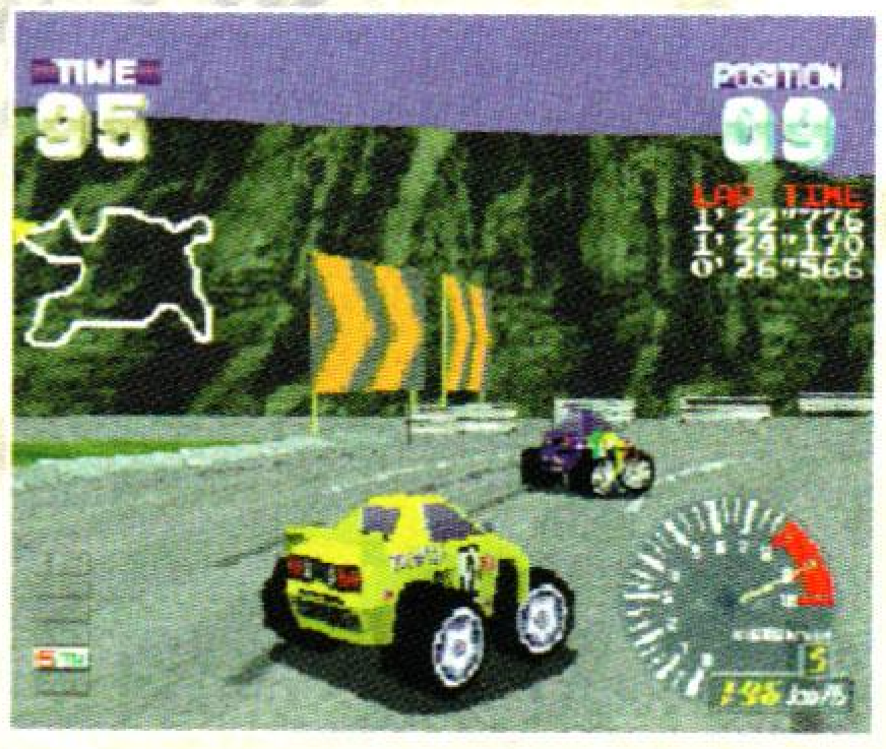
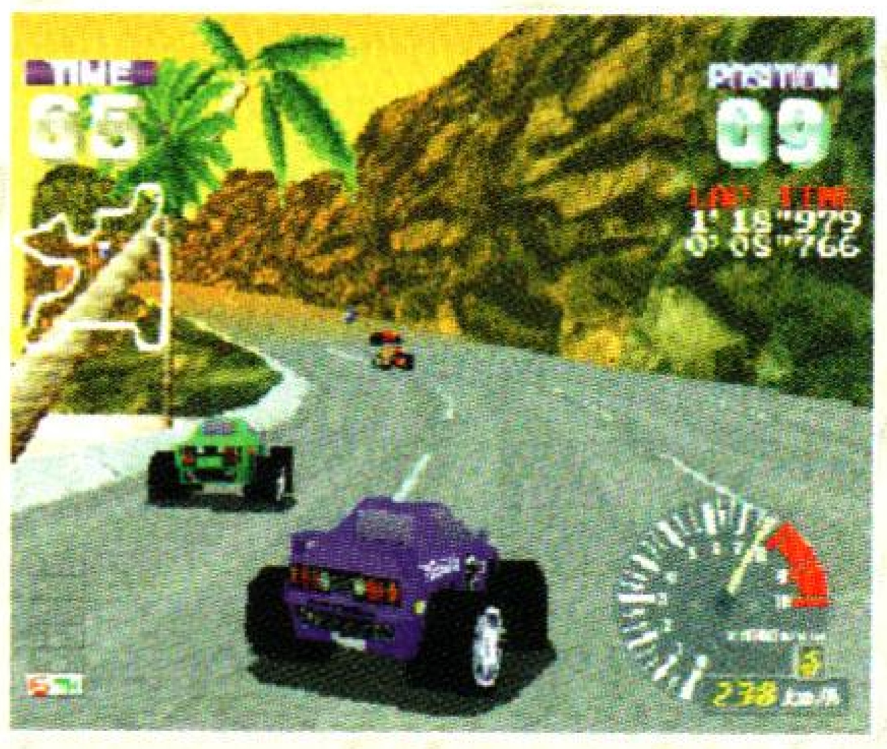


that's right; but pressing a button combination, you can fire an all-encompassing bolt of death that kills a wave of aliens in one shot! Simply press and hold down L1, R1, down on the d-pad and Select, and then (with the buttons held down) press triangle when the aliens appear. Now you may enter Buggy mode whenever you wish!

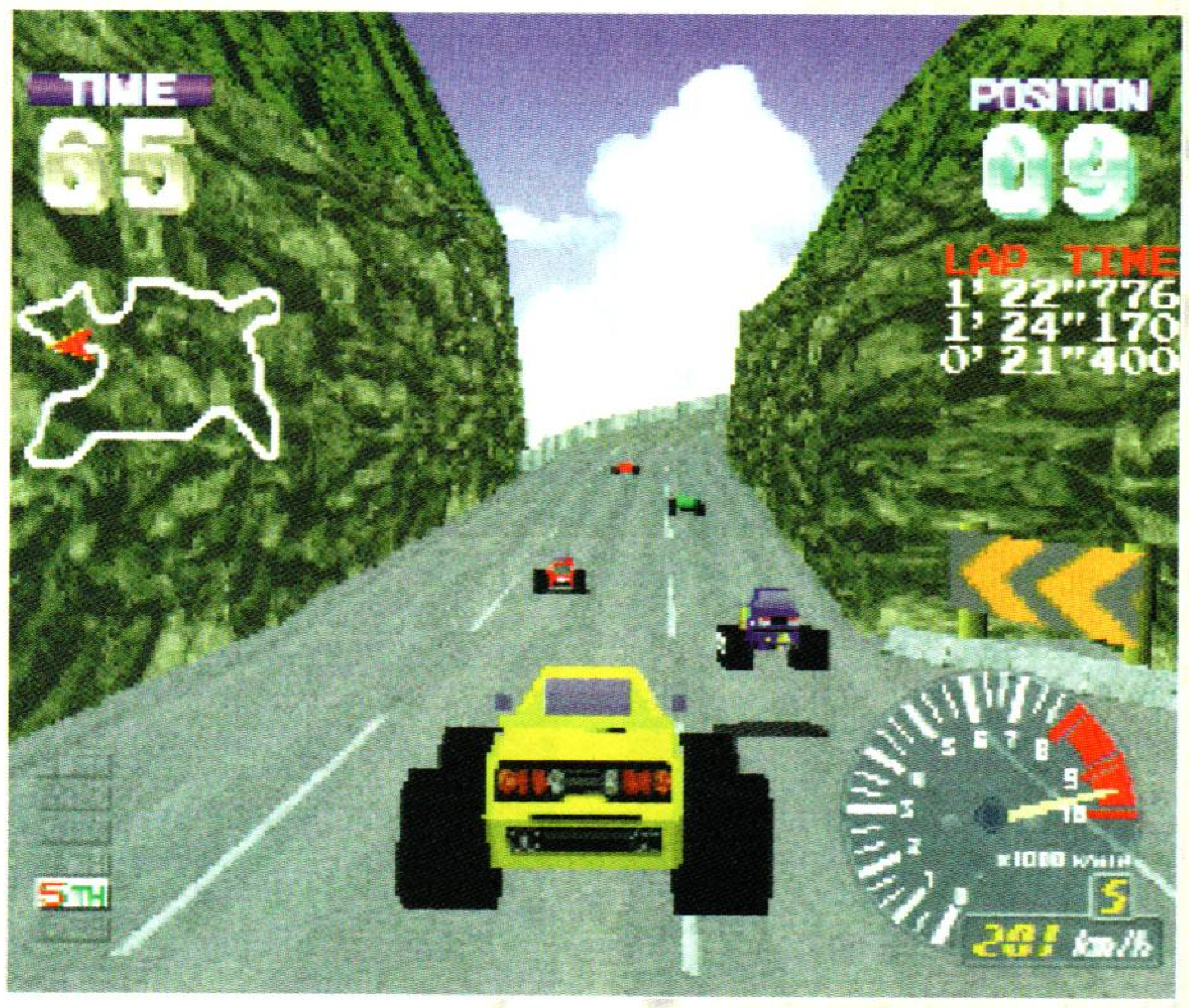


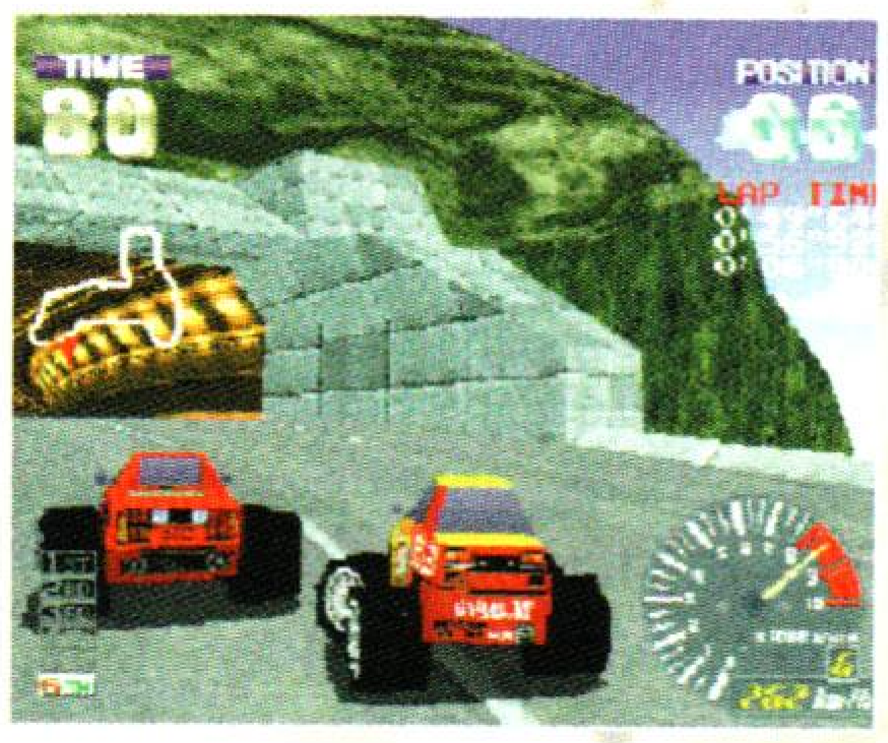
CHOOSE YOUR STRANGE CONTRAPTION AND RACE AT GREATER SPEEDS THAN EVER BEFORE!

By employing the necessary cheat (shown to the left of this page), you are able to start your Ridge Racer Revolution driving experience with some strange-looking buggies, instead of the usual sleek-looking racing vehicles. After the input, you may start your game as normal, choosing your appropriate car from the options screen before starting your race. It is only when the race begins that you realise the bizarre mutation afflicting all the cars in the race - they have all become super-deformed versions of their normal counterparts! You now have the option to weave your way around all six (or twelve when mirrored) tracks in oddly-contorted versions of the Ridge Racer Revolution cars; but now the magic of Namco has been at work; transforming your car into a squashed roadster with huge over-sized wheels!

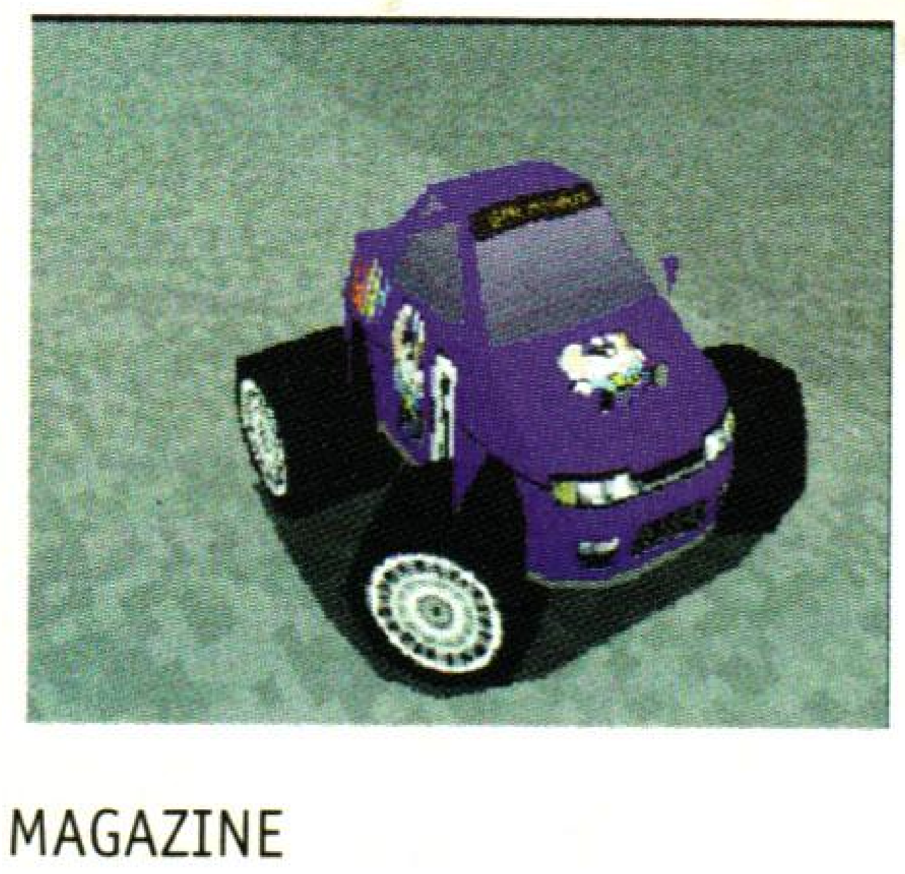
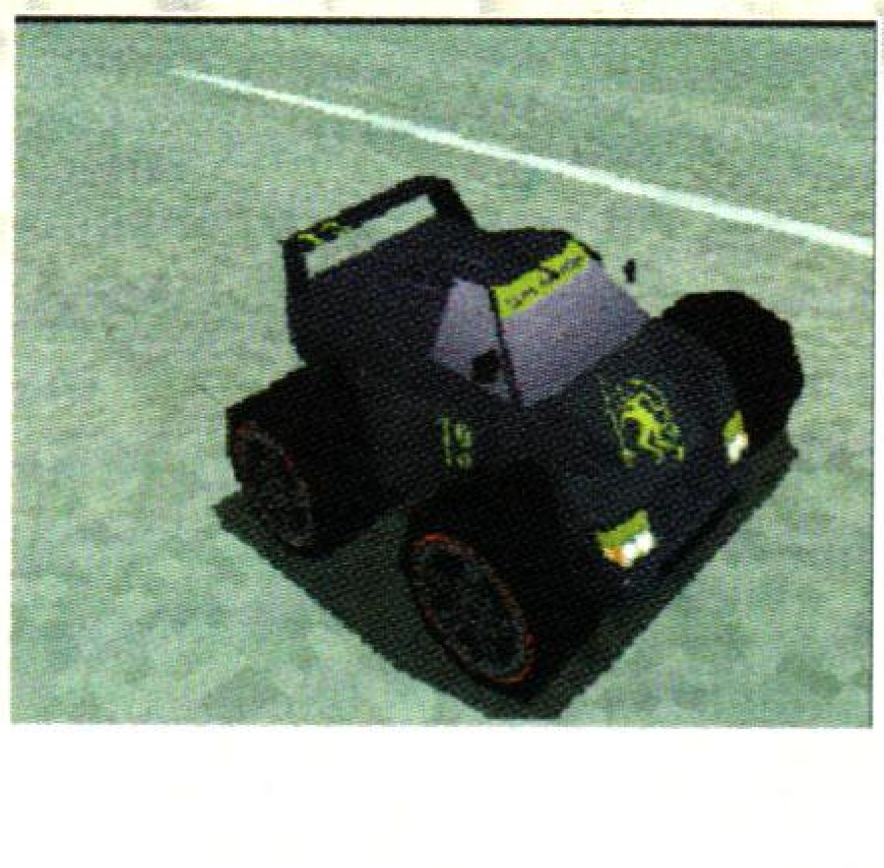
The strangest hidden feature ever seen in a video game is now available! As you can see, the actual cars look very odd indeed, but hug the road like glue and accelerate up to unbelievable speeds on downward inclines!

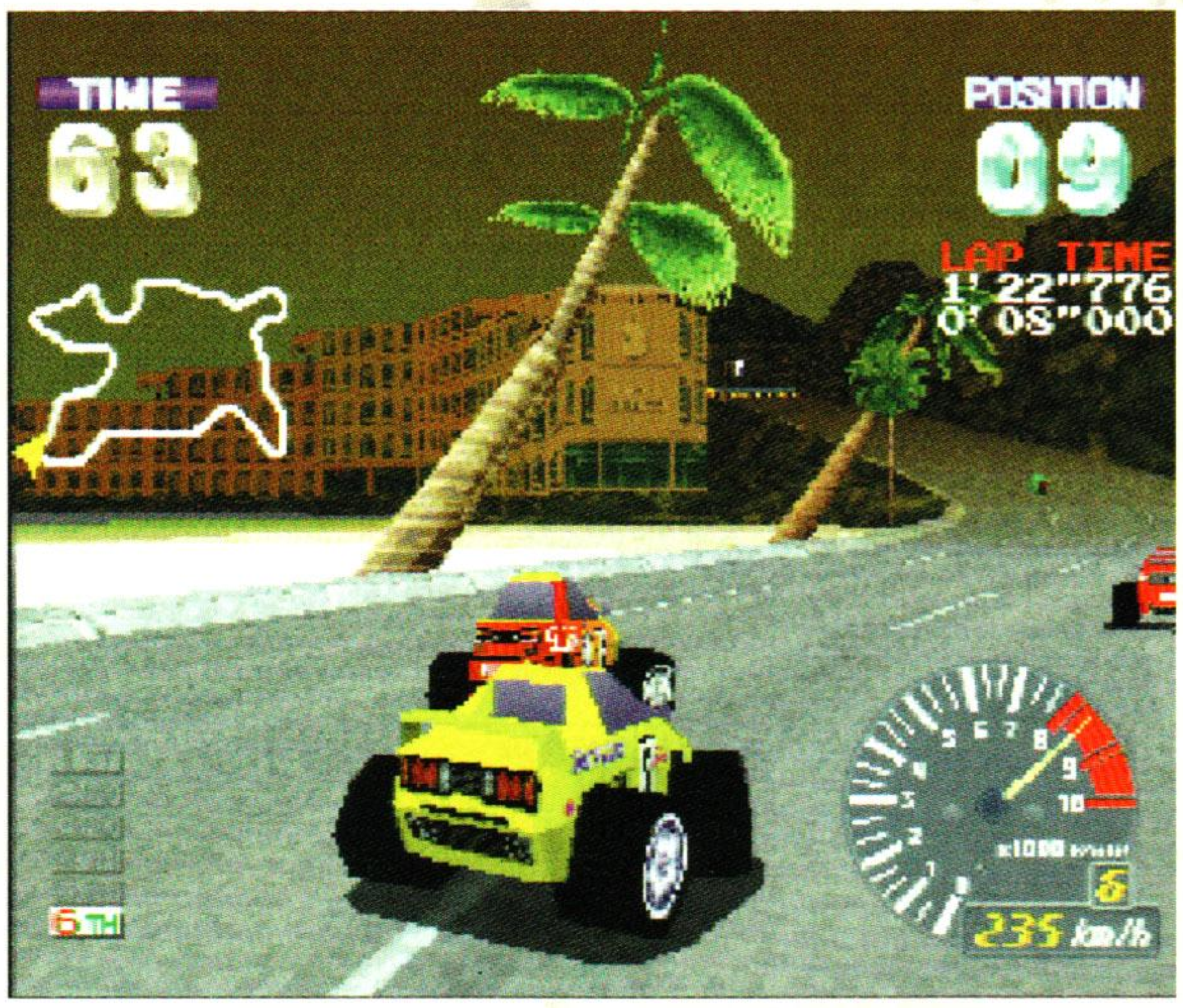




This is one of the finest secrets that **MAXIMUM** has seen in a video game really, as it also allows the player to race around the circuits at greater speeds than ever before; as these buggies actually handle differently, as well as looking rather strange. When you've raced a few courses, you'll begin to realise that these mutant road vehicles actually hug the tarmac with greater grip and efficiency than the normal cars! First of all, the buggy cars accelerate with greater power, meaning your initial straight becomes more fraught than ever (especially when you're at the wheel of the White Angel car detailed below), but a main advantage that the buggy possesses is its ability to corner with greater grip (enabling the driver to skid round bends with increased ease). Also of advantage is the buggy's relatively small width, meaning that narrow corners (such as the three-cornered tunnel of the Expert course) can be weaved through without so much as a scrape.

However, the finest feature

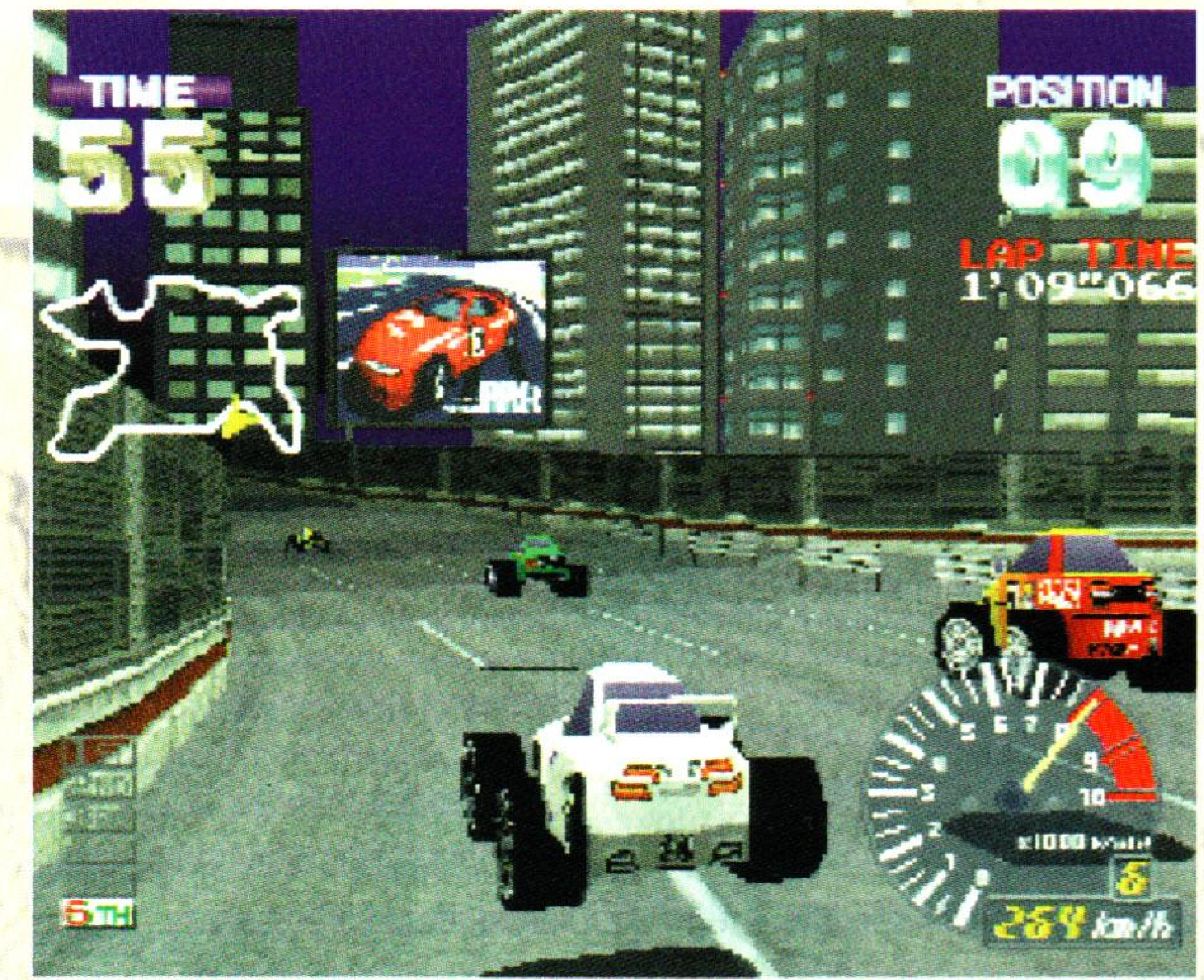


that the buggy has is the ability to hug the roadway; meaning that it does not jump over ramps at all! The design of the buggy and the huge tyres it owns means that no detrimental airborne flight occurs whatsoever, and this is particularly handy for corners such as the archway ramp of the Novice course, and the Checkpoint ramp (near to Heihachi corner) on the reversed Advanced and Expert tracks. Now you can simply slide around such corners instead of flying into the walls! The gameplay tweaks don't end there either, as the buggies have the added bonus of accelerating up to ridiculous speeds on downward inclines. Maximum speed is achieved at a much greater rate than in the normal cars, and this leads to frantic wrenching of the joypad (or NegCon) to avoid corners than appear before you can even react to them! Try not to blink, or you'll be flat spinning before you know it!

More super-deformed action in full effect. We all favoured the Solvalou variety of racing cars as you can powerslide excellently with them. Also remember that the dimensions of the buggy allows you to corner the tightest of bends without slowing down, so prepare for some unbelievable lap times!

Unfortunately, the Buggy mode cannot be saved to memory card, and TT times are not able to be saved either (indeed, as you can tell from the screenshots, there is no best time feature at all for the buggy mode). You'll also find that the supernatural cars are extremely difficult to obtain in this mode, as they cannot be selected after being beaten. Do not despair, however, as our simple cheat to clear the Galaga stage means that you can enter Buggy mode whenever you feel like it, and after the cheat has worked, simply load up your normal save position (with the three secret cars), and you may continue to use all fifteen deluxe models; now converted into warped versions of their former selves.

There are a couple of final touches that really shows the care and attention that Namco have shown when designing the Buggy mode, as the helicopters that follow your progress also benefit from a super-deformed look (and now appear to look like ballooned versions of their former selves). You'll also remark at the amount of helium that the announcer has swallowed, as all his shouts of encouragement have been speeded up in the usual comedy fashion.



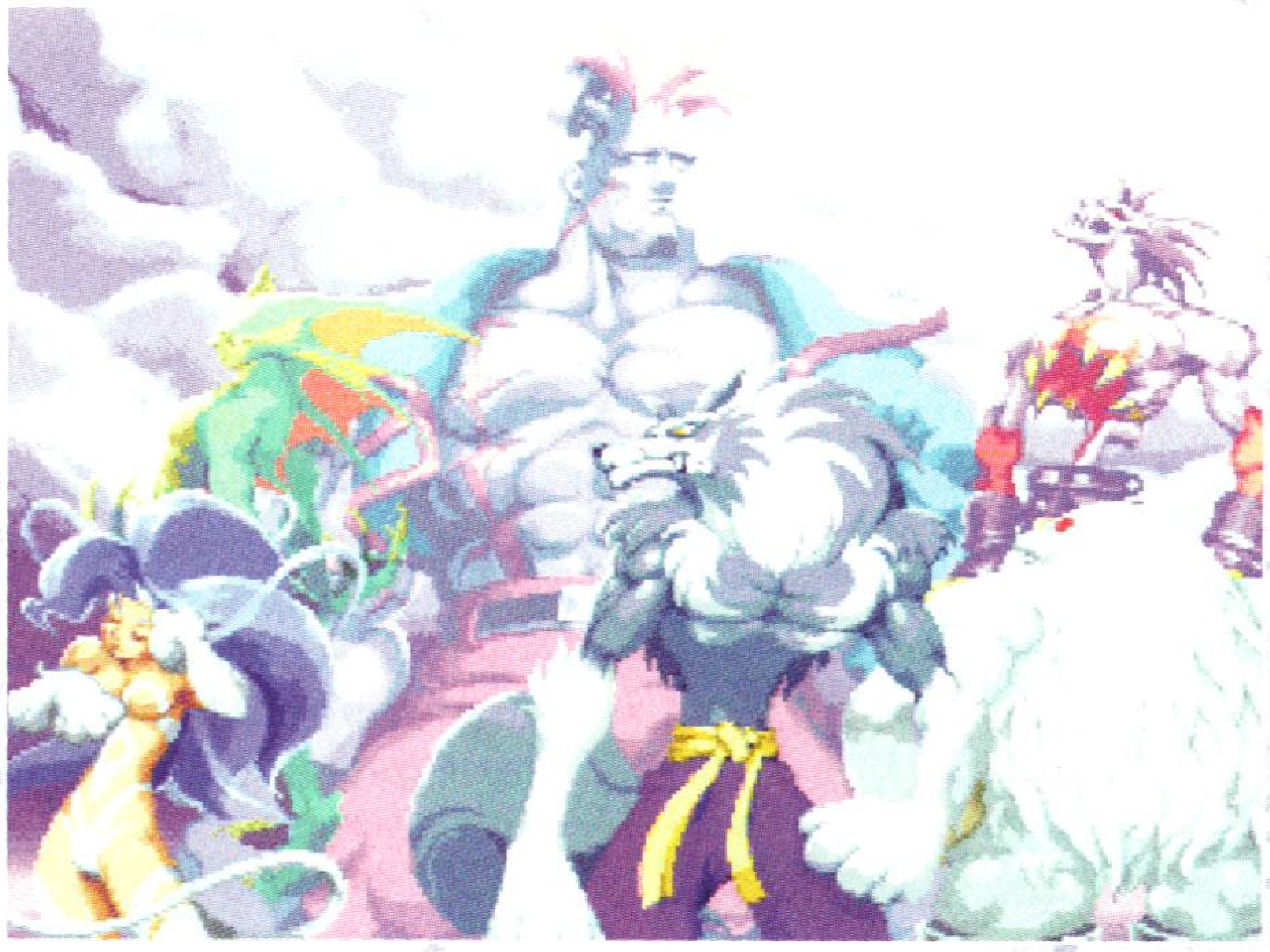
RIDGE RACER REVOLUTION - A fine sequel to an outstanding classic!

As you can see from our coverage, Ridge Racer Revolution is much more than a simple sequel of the game that launched the PlayStation. With a bit of perseverance, there are a wealth of secrets to find and input, and all these extra features make Revolution one of the greatest racers that **MAXIMUM** has had the pleasure to play. The two player mode is simply remarkable, and plays as well as the arcade version, whilst the extra cars and excellent Buggy mode finishes of the whole package. Namco have delivered one of the most entertaining racers yet seen on any console, and soon official PlayStation owners shall experience this for themselves. What are you waiting for? Dust down your racing leathers, clamber into your throbbing roadster, rev your monstrous engine and cruise to ultimate victory!

The NIGHT WARRIORS have once again awakened... It is time to unleash your real power!

From the dawn of time they came, a breed of inhuman warriors gifted with supernatural powers from beyond the grave. Hailing from places and worlds gone by, these damned souls exist in a twilight world on the edge of reality, venturing into the very heart of darkness in their never-ending search for combat. Some fight for honour, others for greed, all for the love of battle and the sweet taste of supreme victory. They are immortal. They are unstoppable. They are the DarkStalkers.

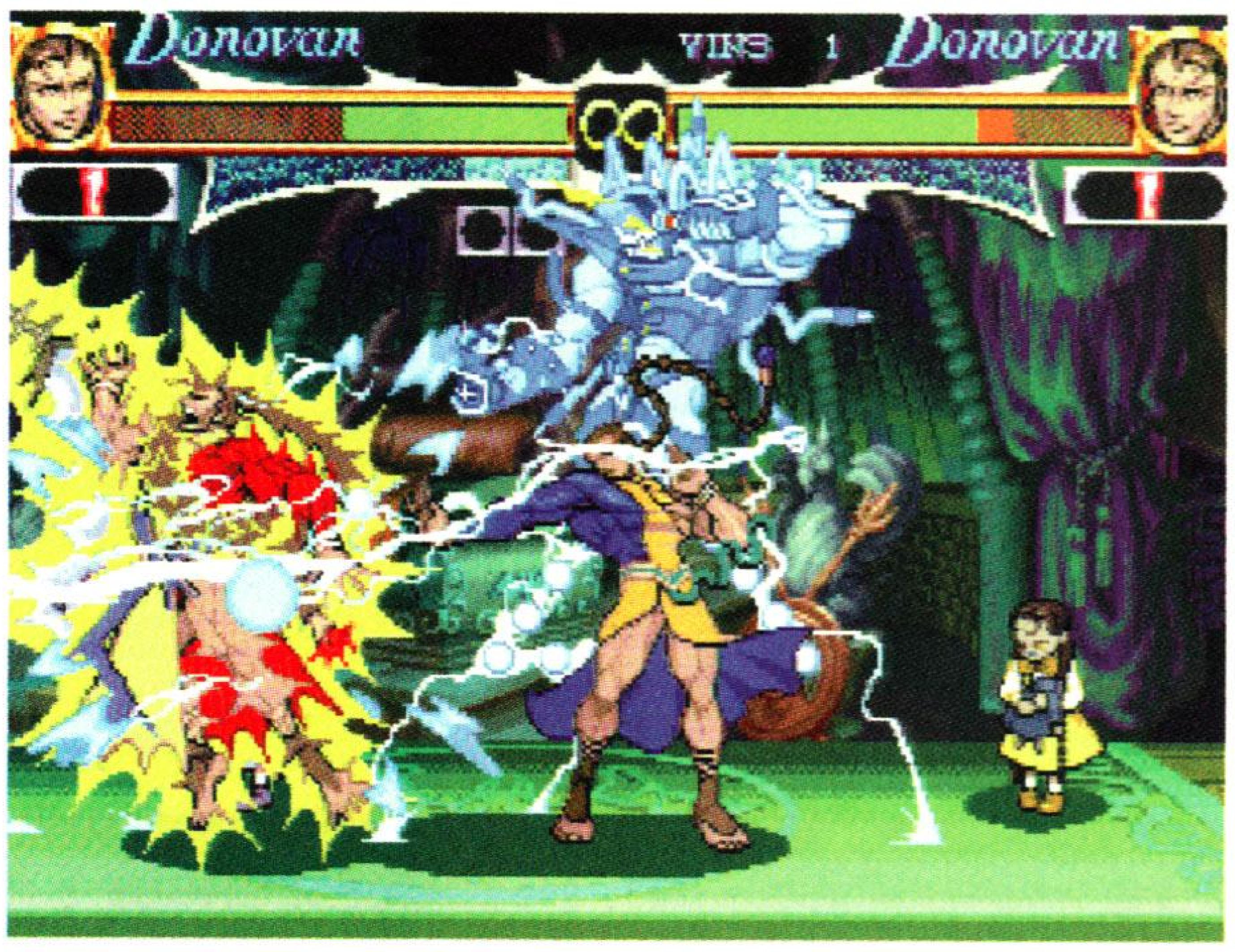
Into this twisted world are thrown two mere mortals, tragically trapped by their own devices. One, a man, born of demon seed, who must fight against the very blood in his veins to rid the world of the disciples of darkness that plague his sleep. The other, a small girl, transformed by her own magic into a creature of the undead, ceaselessly pursuing the beings that destroyed her life and cursed her mother so many years ago. Together, they are the warriors of light: sworn defenders of the forces of good, ready to deliver a good portion to any undead lumbering beastie that should happen to cross their paths. Combining the supernatural power of their dark ancestral heritage with contemporary fighting techniques honed to perfection, these two new additions to the Darkstalker cast provide a glimmer of hope in a world of despair. They are... the Vampire Hunters.



Fans of the arcade original will be familiar with Vampire Hunter's impressive animated intro sequence, which introduces the player to all fourteen of the Darkstalkers over a series of anime style cut scenes. The two new characters, Donovan and Lei-Lei, both get an individual full screen pose.

CAPCOM'S 2D BEAT 'EM UP MONSTER EXTRAVAGANZA ARRIVES ON THE SATURN!

SS THE NIGHTWARRIORS HIT SATURN!
VAMPIRE HUNTER
CAPCOM
AVAILABLE NOW **JAPAN**, JULY RELEASE IN **UK**



One of the new additions to the Darkstalkers cast, Donovan unleashes his powerful lightening sword attack on a doppelganger of himself! (above) Keep tapping the button to inflict multiple hits. Meanwhile Anakaris (above right) and Gallon (below right) fight on home turf against the lethal Felicia and amphibious Aulbath respectively.

DARKSTALKERS!

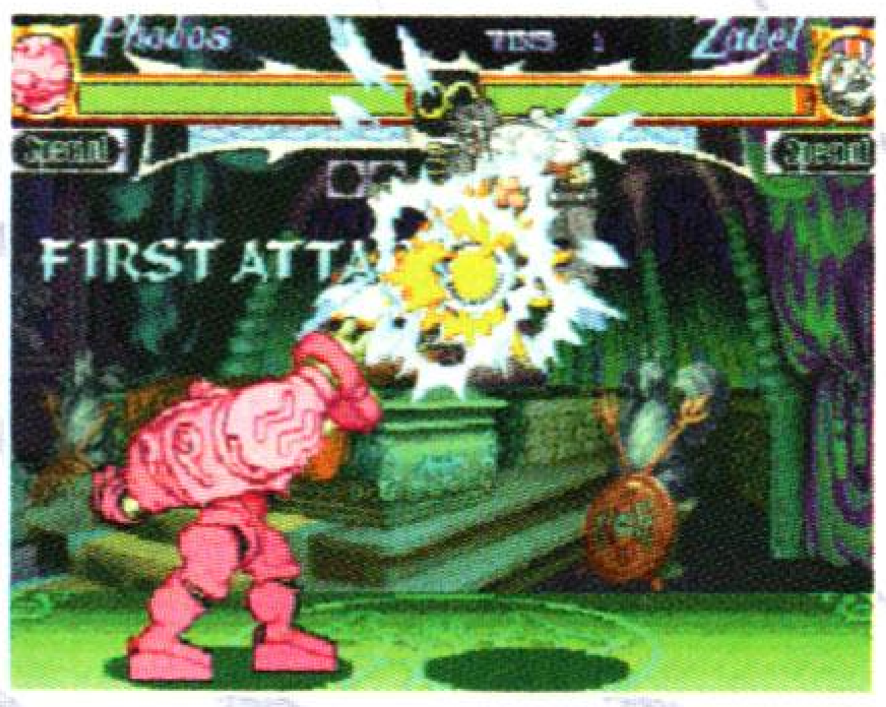
Vampire Hunter is the sequel to Capcom's 1994 arcade release DarkStalkers, a title most notable for being the the first internally licensed fighting game to utilise Capcom's excellent Street Fighter game engine in a non-Street Fighter environment. DarkStalkers retained the basic mechanics of the Street Fighter 2 arcade sensation whilst adding an entirely new cast of characters and several game play innovations never before seen in a Capcom beat 'em up.

Felicia
Anakaris
PRESS START

Firstly, the whole look of DarkStalkers was completely different to Street Fighter 2. Not only did the game feature original characters and backgrounds based upon horror mythology (as opposed to the familiar martial arts scenario of Street Fighter), but Capcom introduced what has now become their trademark 'graphics scheme': heavily stylised, anime influenced artwork; less realistic than previous Street Fighter games but far more fluid and dynamic.

Secondly, the game introduced a whole brace of innovative game play features that, like the graphics, have now become standard in Capcom fighting games. For the first time players could master the art of throw counters, guard reversals, and dashing; learn to play with the helpful beginner's auto mode feature; and most importantly, thrill to the awesome power of the super move. By performing special moves or blocking attacks, players filled their 'Special' move bar at the bottom of the screen which, when charged, allowed for incredible character specific super moves. This technique, pioneered by SNK in their range of Neo Geo beat 'em ups, proved so popular that it found it's way into the next Street Fighter game and each successive Capcom beat 'em up from then on, appearing in its most developed form as the 'Super Combo' system in Street Fighter Alpha.

Aulbath
Gallon



Morrigan
Demitri

STRUCTURAL SHENANIGANS

Much like Street Fighter 2 or any other 2D beat 'em up, the game's basic premise involves you selecting your character from a cast of numerous fighters (here 14) and then taking on all the others in a monster a monster duel to the death. Of course half the characters in Vampire Hunter are already dead, but that's no reason not to give them a good pipe cleaningº anyway. Fights are normally organised as the best of three bouts, although this can be configured at the options screen for longer or shorter matches. In Vampire Hunter the last two characters you face are always the game's 'boss' characters, Phobos and Pyron. Defeat them and you are rewarded with a character-specific ending sequence, detailing the end of your fighter's quest.

Pyron
Pyron

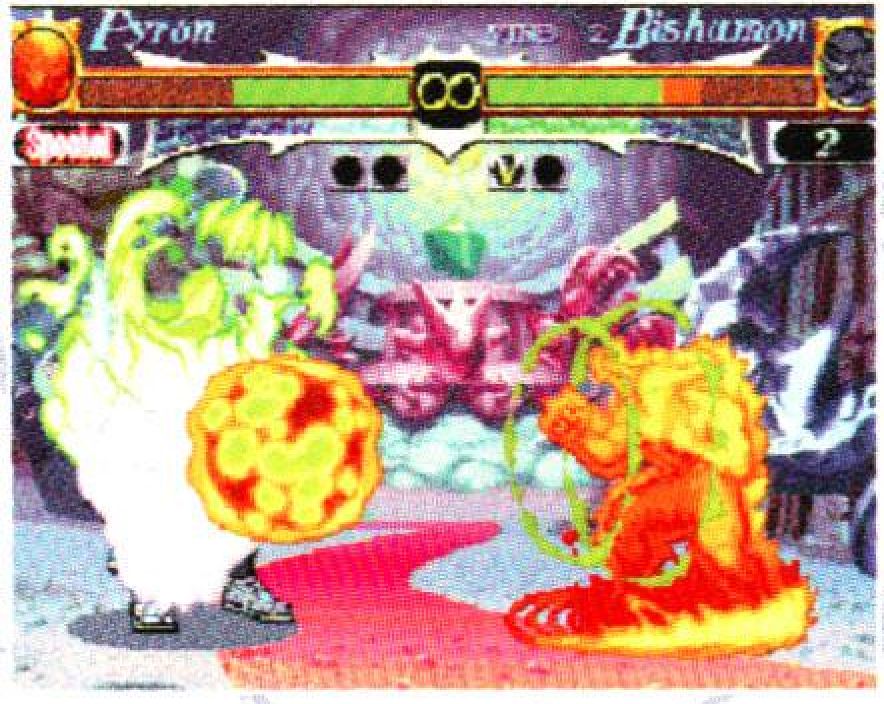
Demitri
Victor

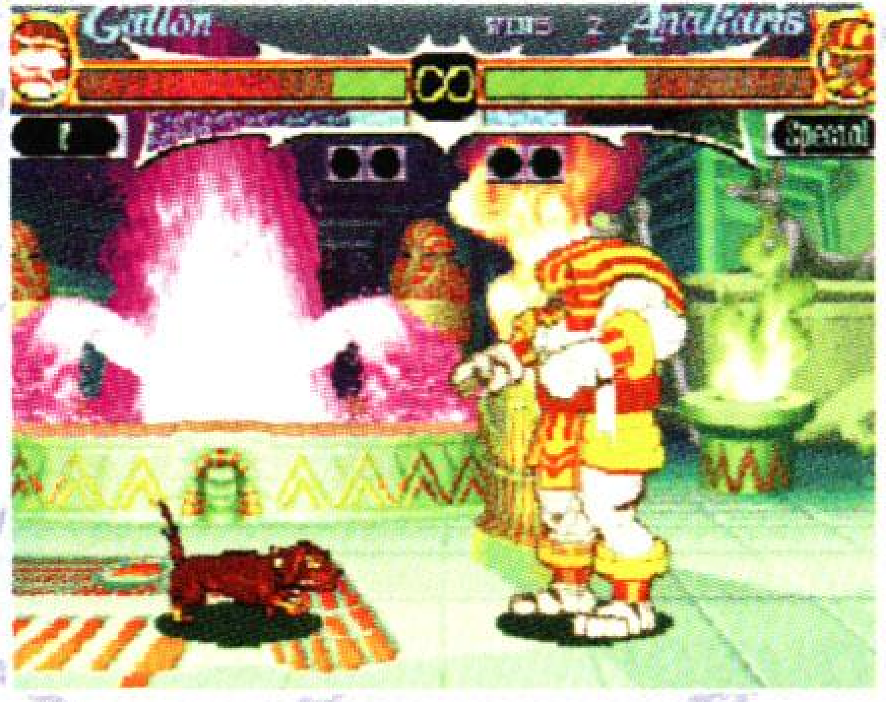
Capcom's beat 'em up expertise!

VAMPIRE HUNTER: DARKSTALKERS' REVENGE

Though gathering its own cult following, DarkStalkers' was not the unmitigated success that Capcom had wished for. The lure of a new Street Fighter (Super Street Fighter 2 Turbo) released almost simultaneously with DarkStalkers drew the spotlight from what was essentially viewed at the time as a lesser derivative title, and Capcom set upon the task of developing and updating the coin-up original to capture the imagination of arcade goes world wide. Super Street Fighter 2 Turbo was designed specifically with the experienced Street Fighter 2 player in mind, with some of the toughest fighting action yet seen in an arcade beat 'em up. In order for a new Capcom fighting game to succeed it would have to both appease the Street Fighter regulars while not appearing to difficult or complex to dissuade any potential new comers. The result was Vampire Hunter: DarkStalker's Revenge. Released in Japanese arcades in July 1994, Vampire Hunter contained enhanced graphics and sound, two entirely new characters, the ability to play as the game's two bosses, and the usual liberal sprinkling of gameplay innovations. Vampire Hunter received a much warmer reception than its predecessor, thanks in part to titles like the superlative X-Men: Children of the Atom, which had paved the way for the public acceptance of more Capcom produced Street Fighter alternatives.

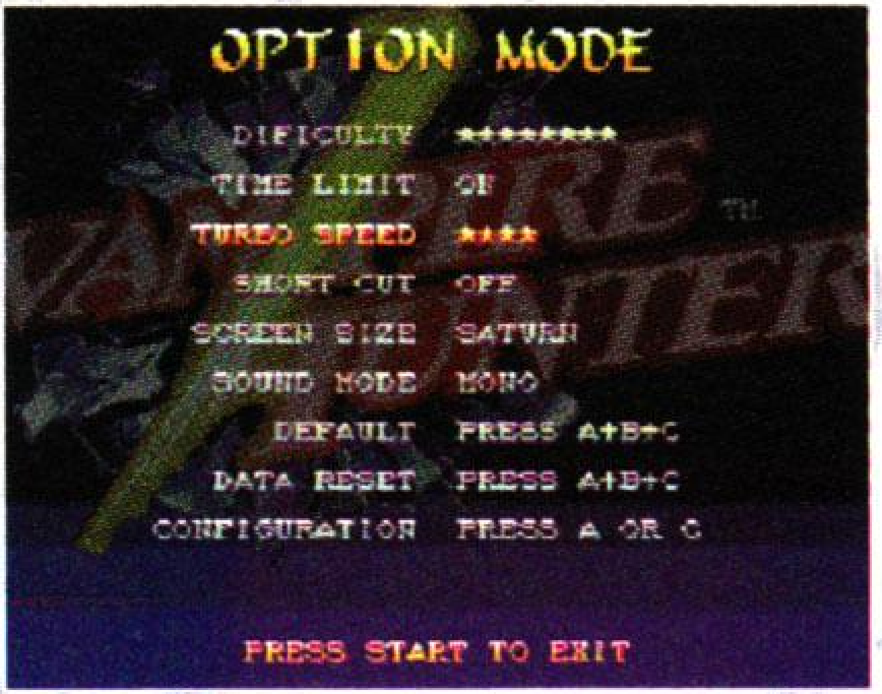
DELIVER A FAIR-SIZED PORTION TO THE LEGIONS OF THE UNDEAD!





One of Anakaris' more amusing special moves is the ability to transform the opposition into a small, defenceless creature symbolic of their personality (left) while Pyron's formidable projectile attack (far left) conforms to the vector theory as seen in X-men: Children of the Atom.

UNLEASH THE POWER OF THE SUPER SPECIAL!



OPTION MODE

DIFICULTY ★★★★★★★★

TIME LIMIT ON

TURBO SPEED ★★★★

SHORT CUT OFF

SCREEN SIZE SATURN

SOUND MODE MONO

DEFAULT PRESS A+B+C

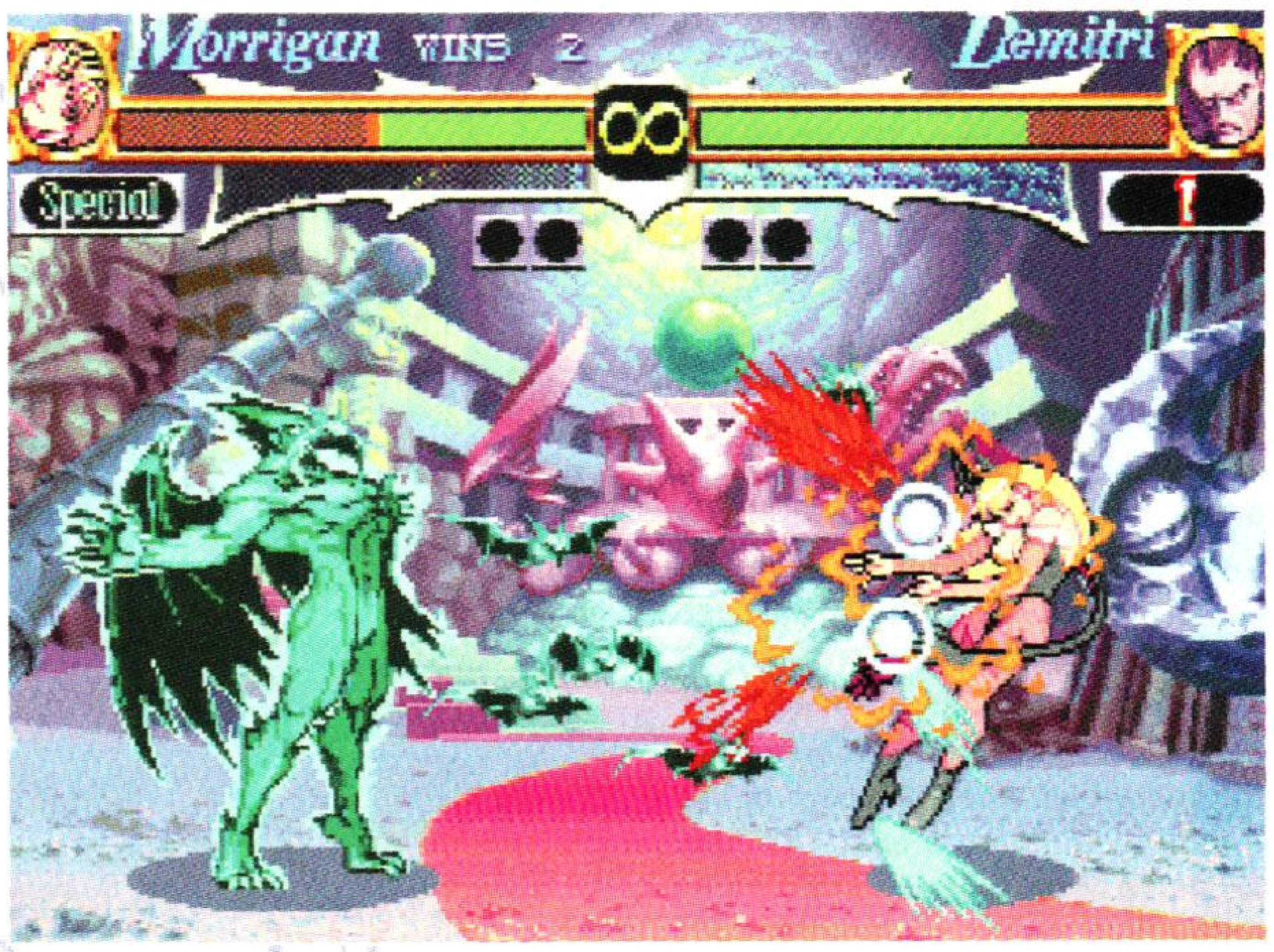
DATA RESET PRESS A+B+C

CONFIGURATION PRESS A OR C

PRESS START TO EXIT

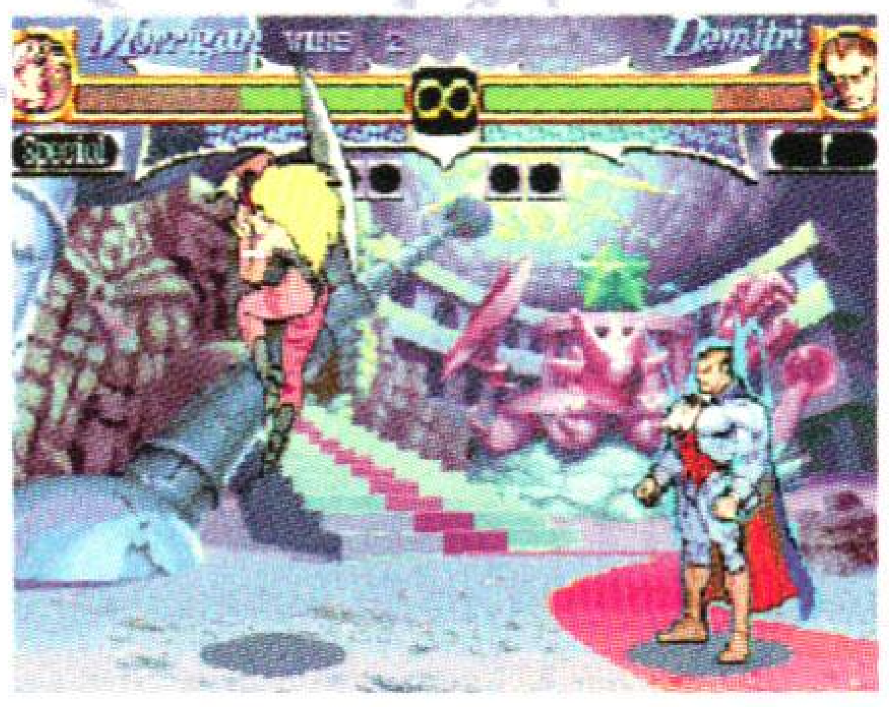
SATURN SHOCKER!

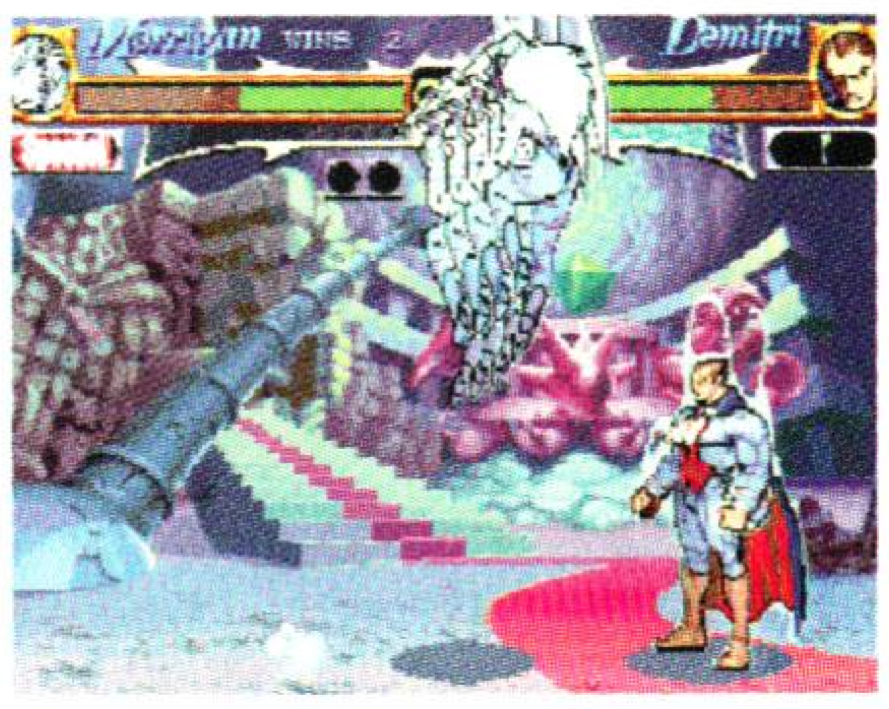
Now, nearly two years after the arcade original was released Vampire Hunter comes to Saturn in all its demented glory, and **MAXIMUM** are pleased to report that, like its X-Man counterpart, it's an absolute corker. As arcade conversions go, it's the most perfect Saturn translation of a Capcom coin-op yet. The loading times are the quickest so far (not nearly as obtrusive as PlayStation Street Fighter Alpha), and apart from a few missing frames of character animation (much less noticeable than in X-men), this IS the arcade. Of course, as is the tradition with Capcom's home translations, an extensive options screen and versus mode are included as standard, allowing the user to tailor the game to his or her precise requirements, with the chosen settings then saved to the Saturn's internal memory for future use.



BUST A MOVE!

Much like Street Fighter 2, each character in Vampire Hunter has a selection of ordinary and special moves, accessed by a combination of joypad movements and button presses. There are two types of special move technique in Vampire Hunter, charged specials and instantaneous specials, and unlike Street Fighter 2 no individual character is relegated to one particular style of special move. Each special is balanced in terms of power, range and recovery delay ,with the most powerful moves inflicting the most damage but also freezing your character for the longest period of recovery time.



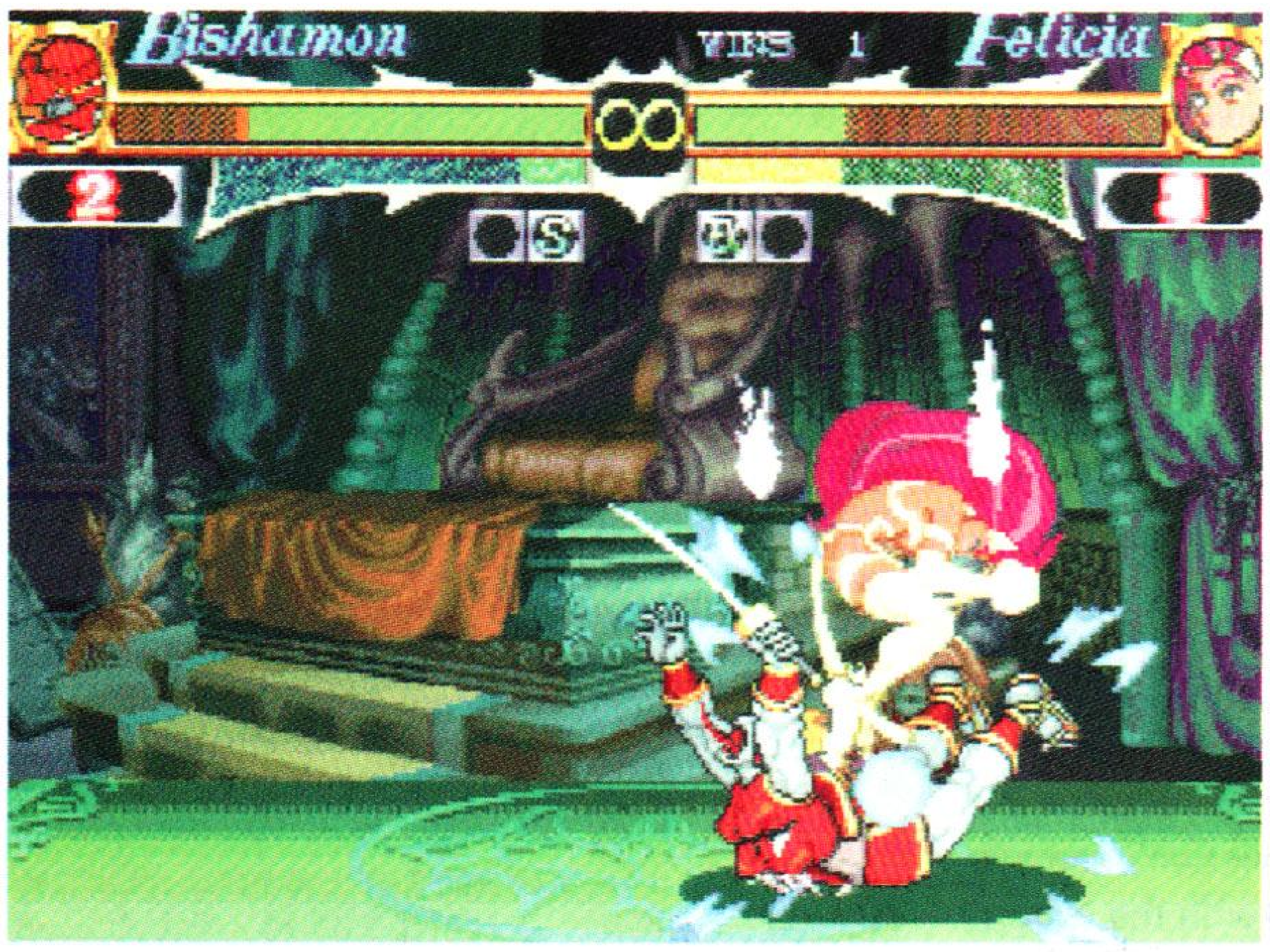


Morrigan demonstrates her ordinary dragon punch ES (above left) next to her charged super dragon punch EX (above right). The EX is activated by performing the standard motion for the move then pressing all three punch buttons.

SPECIAL ATTACKS IF YOU HAVE THE POWER!

Vampire Hunter introduces a revolutionary new super move system that allows players to utilise all their character's ordinary special moves as super moves provided they have charged their 'special' bar to the appropriate level. Like DarkStalkers the bar is charged by either attacking or blocking, but unlike DarkStalkers the player can charge the bar up to ten levels! When the bar is powered up to at least level one, by performing a special move with all three corresponding kick or punch strength buttons simultaneously, that move will then be executed as an extra powerful ES. For example to perform Morrigan's super fireball you would perform the fireball motion (down,down-toward,toward) and press all three punch buttons at once. Each character also has a range of moves that can ONLY be executed when the special bar is charged, and these are called EXs. EXs will normally be more powerful than ESs, but are generally slower and harder to perform. However, EXs can produce some pretty spectacular effects, and offer some of the most outrageous and imaginative moves yet seen in a fighting game.

Aulbath
WINS
Gallon
Special
3

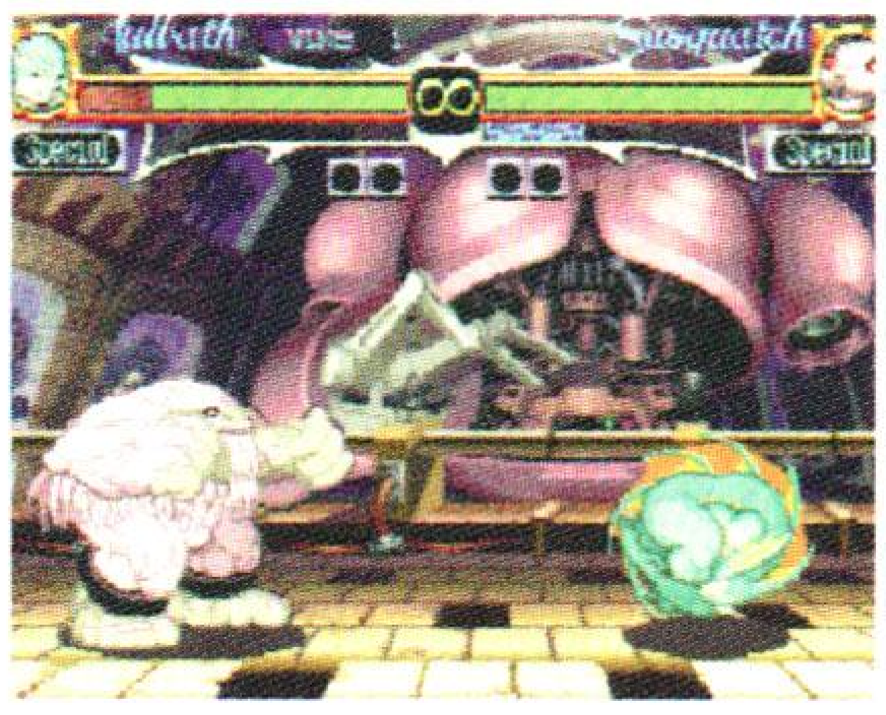


CHAINS

Though the concept of chaining different strength standard attacks together to form a combination attack is not new, Vampire Hunter was one of the first games to actually acknowledge this practice by differentiating between a multiple hit combo bonus and a chain bonus. Since many of the character's in Vampire Hunter have standard attacks that hit multiple times (particularly Lei-Lei), an efficient chain attack can be as deadly as a two-in-one combo. However, chain attacks in Vampire Hunter are harder to successfully activate than in other Capcom games, and require precise timing in accordance with the on screen animation. Definitely a technique worth mastering though.

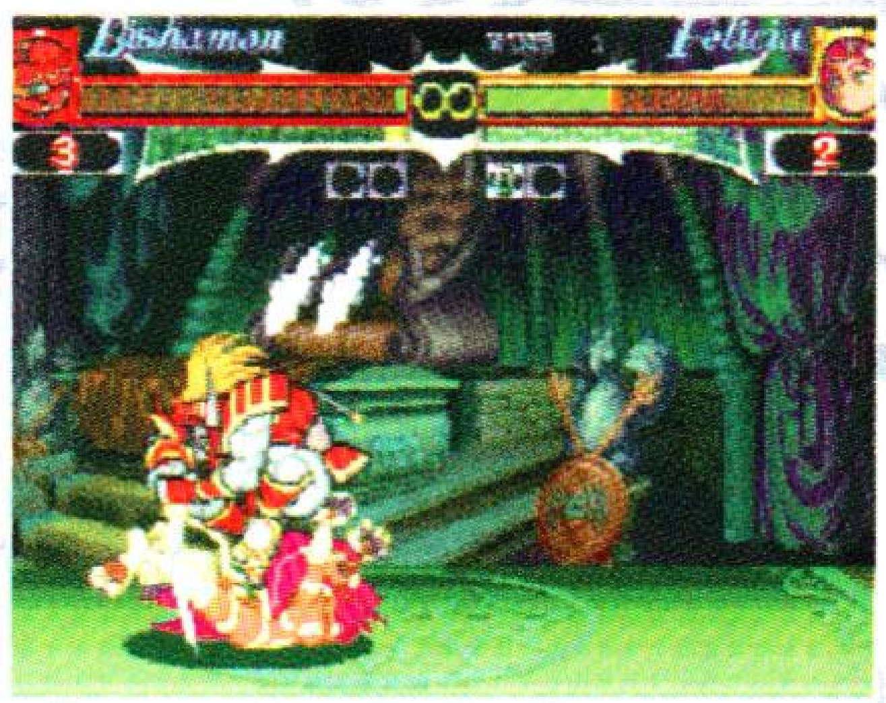
CONFOUND YOUR OPPONENTS WITH THE ALL-NEW POUNCE AND ROLL TECHNIQUES!

Capcom pays homage to Virtua Fighter by incorporating the pounce and roll techniques in a 2D fighting game. Bishamon receives a sharp pounce kick to the spine (above) while Aulbath rolls out of Sasquatch's grabbing range after being knocked to the ground (right).



One of the complaints aimed at previous Street Fighter games was the ability to pin a downed opponent consistently with a well timed attack, forcing them to block as they got to their feet. Capcom's answer to this criticism is the roll, a technique first seen in 3D fighting games such as Virtua Fighter, but equally effective in a 2D environment. When your character is knocked to ground, by simply holding either left or right on the d-pad you can make them slide or roll out of range of an attack, even through your opponents legs to the opposite side of the screen for a surprise attack.

A technique similarly pioneered by Virtua Fighter is the pounce. Once you have knocked your opponent to the ground, by pressing up and kick, certain characters have the ability to leap onto the downed fighter for an extra attack. Like Virtua Fighter, the range of these pounces is limited, as is the amount of damage they inflict, but they are particularly useful for throwing a spanner in the works of an opponent who has planned a defensive buffered attack.



Morrigan
Demitri

Morrigan
Demitri

Morrigan
Demitri

DONOVAN - THE DARK HUNTER

"I will destroy anyone who has filthy blood!"

Born from an unholy union of demon and woman, Donovan believes that nothing can save him from the evil blood that courses through his veins and slowly transforms his body. On his travels, Donovan adopts a young girl with a sad fate similar to his own (Anita), and together they vow to rid the world of the DarkStalkers.

Donovan is an interesting addition to the DarkStalkers cast, with a vast array of both long and close range attacks. His ifleet sword acts as an effective dragon punch alternative, while his lightening sword can inflict multiple hits - though watch for the long recovery period. Donovan has two projectile attacks, the relatively ineffective blizzard sword and the brilliant kill shred. Although to use the kill shred Donovan must first plant his sword in the ground, once done he can summon the projectile attack at any time with NO recovery delay. Be warned though, Donovan can perform no special moves without his sword.

THROW YOUR WEIGHT AROUND!

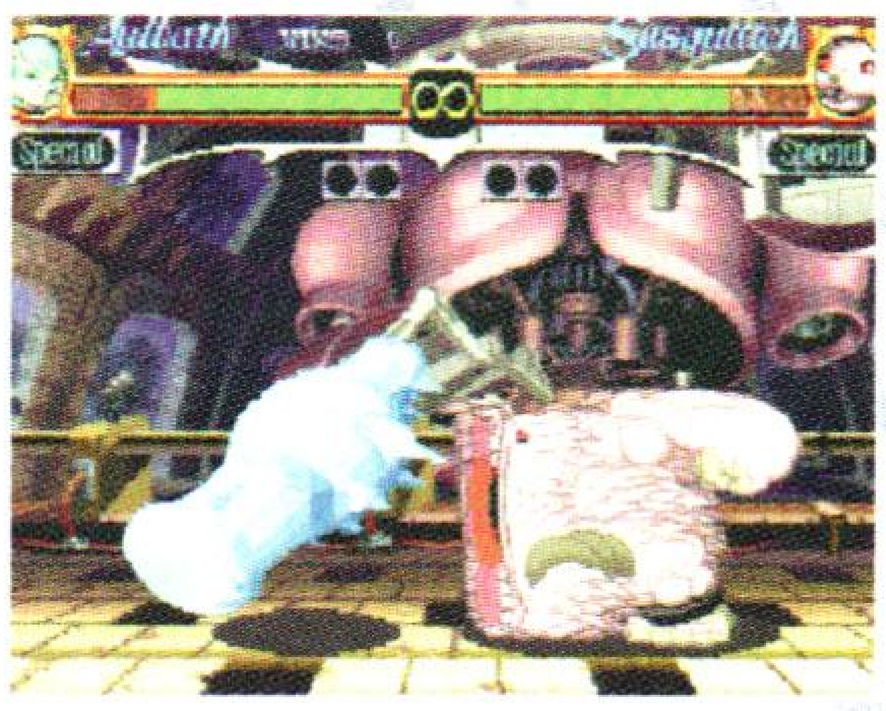
On top of the usual heavy kick and punch throws (standard in a Capcom fighting game), each character in Vampire Hunter has their own 'special' throw that requires either a semi-circular or circular d-pad motion to activate it. These throws must be used within 'shadow' distance (ie. when the shadows are touching)

THE LEGIONS OF HELL HAVE DESCENDED FOR BATTLE!

of your opponent, and inflict more damage than standard throws. For some characters these throws produce special effects, such as Donovan's sword grapple and Sasquatch's big brunch, which involves him (or her?) actually EATING his adversary. Of course as with any throw you've got to get close enough to use them, so **MAXIMUM** recommends following up an aerial attack with a special throw, as your opponent will normally go to block the follow up attack, leaving you with a brief window to go for the throw.

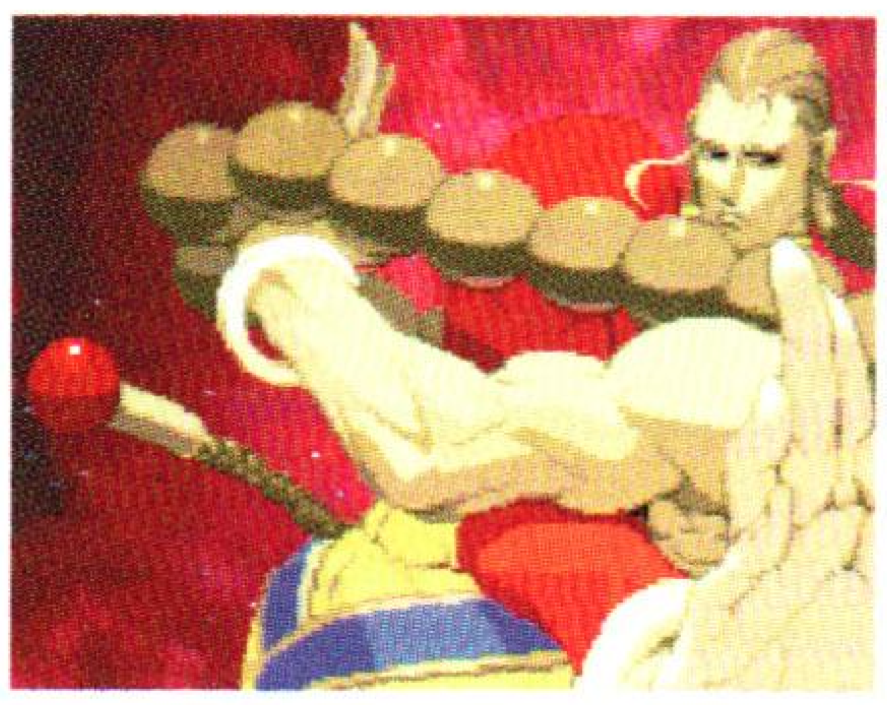
Learn to play with the helpful beginner's mode!

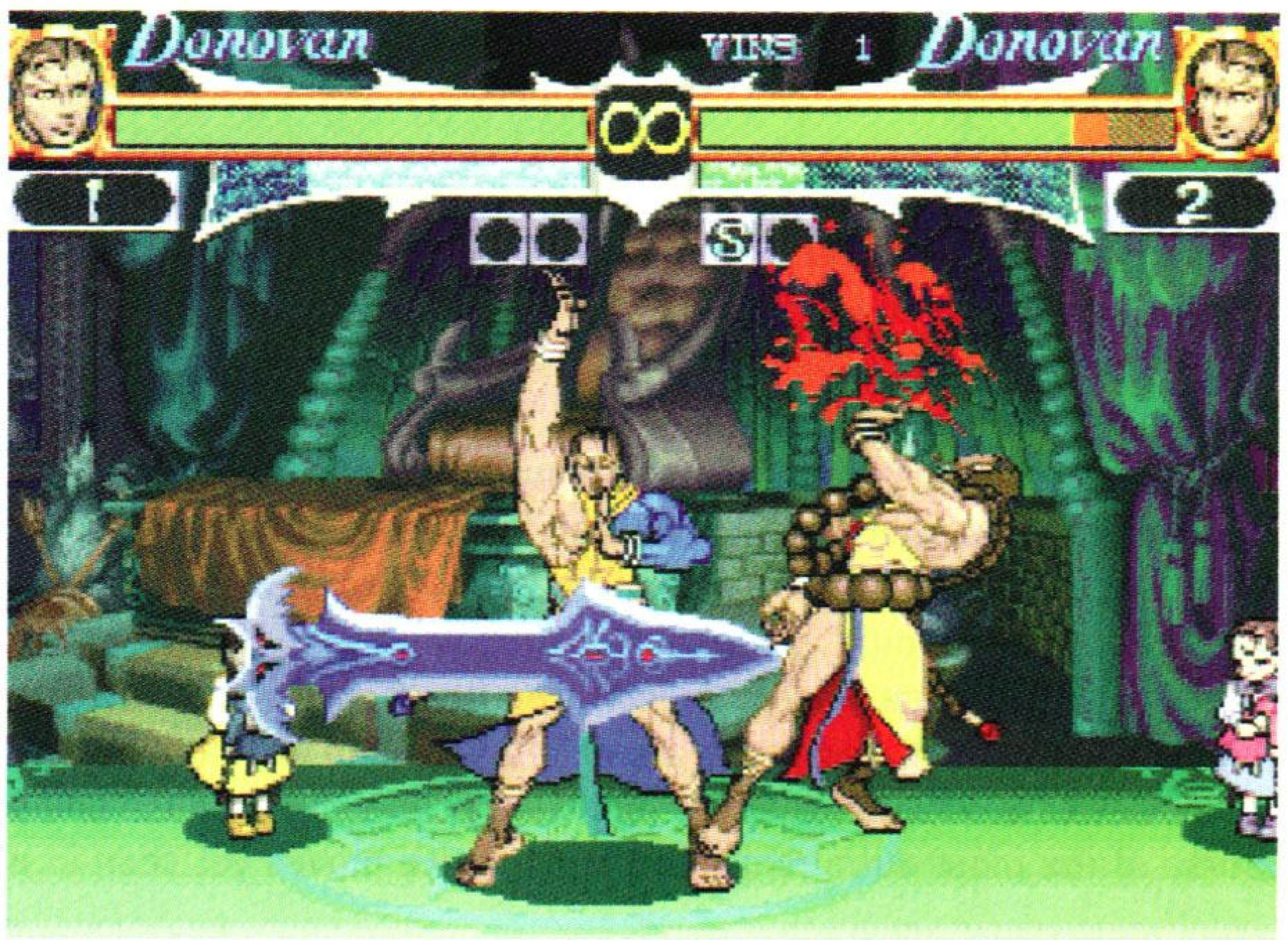
Aulbath
Sasquatch



AUTO GUARD!

One innovative feature of DarkStalkers that found its way into Vampire Hunter is the helpful beginner's Auto mode. When this mode is chosen on the player select screen, the CPU will automatically block the first 10 hits the player receives, giving novices a fighting chance against more experienced opponents. Auto mode also allows for easy three strength chains. Simply by pressing either all three punch or kick buttons simultaneously the CPU will auto-chain small, medium and large kick or punch respectively. Very handy.

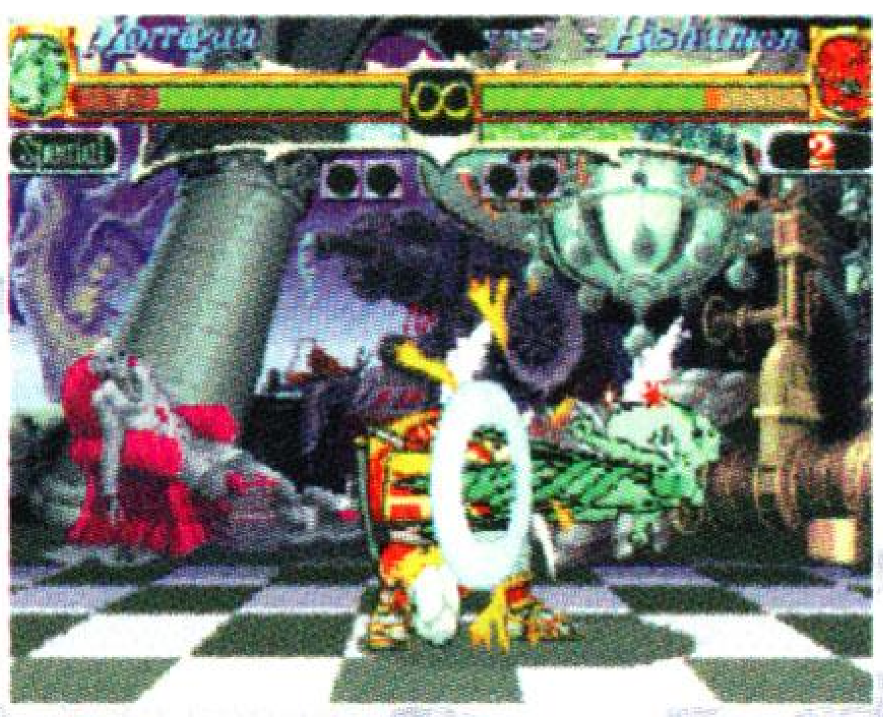


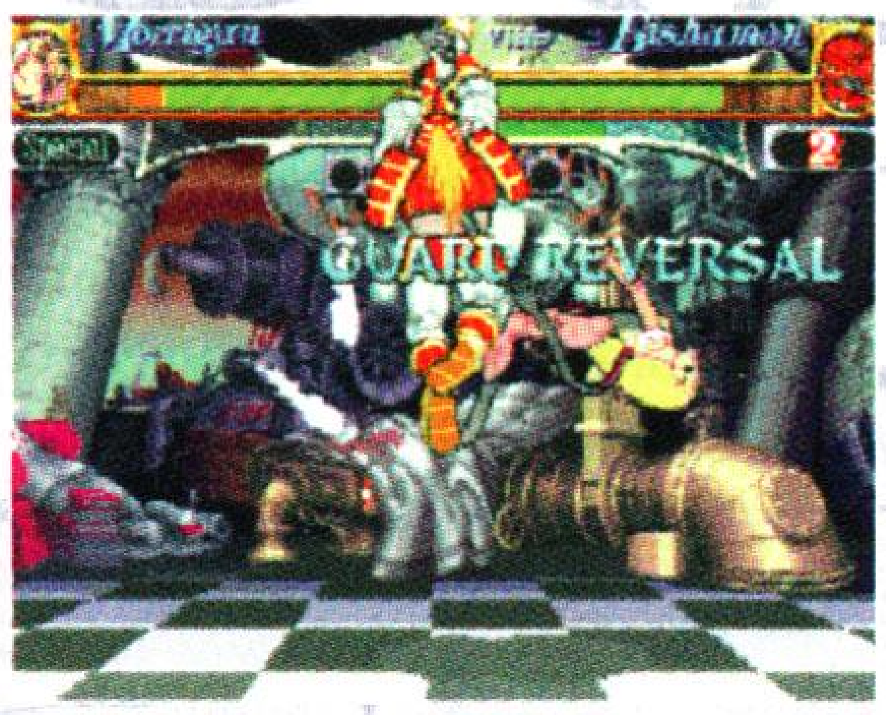


Lei-Lei
Lei-Lei

DASH

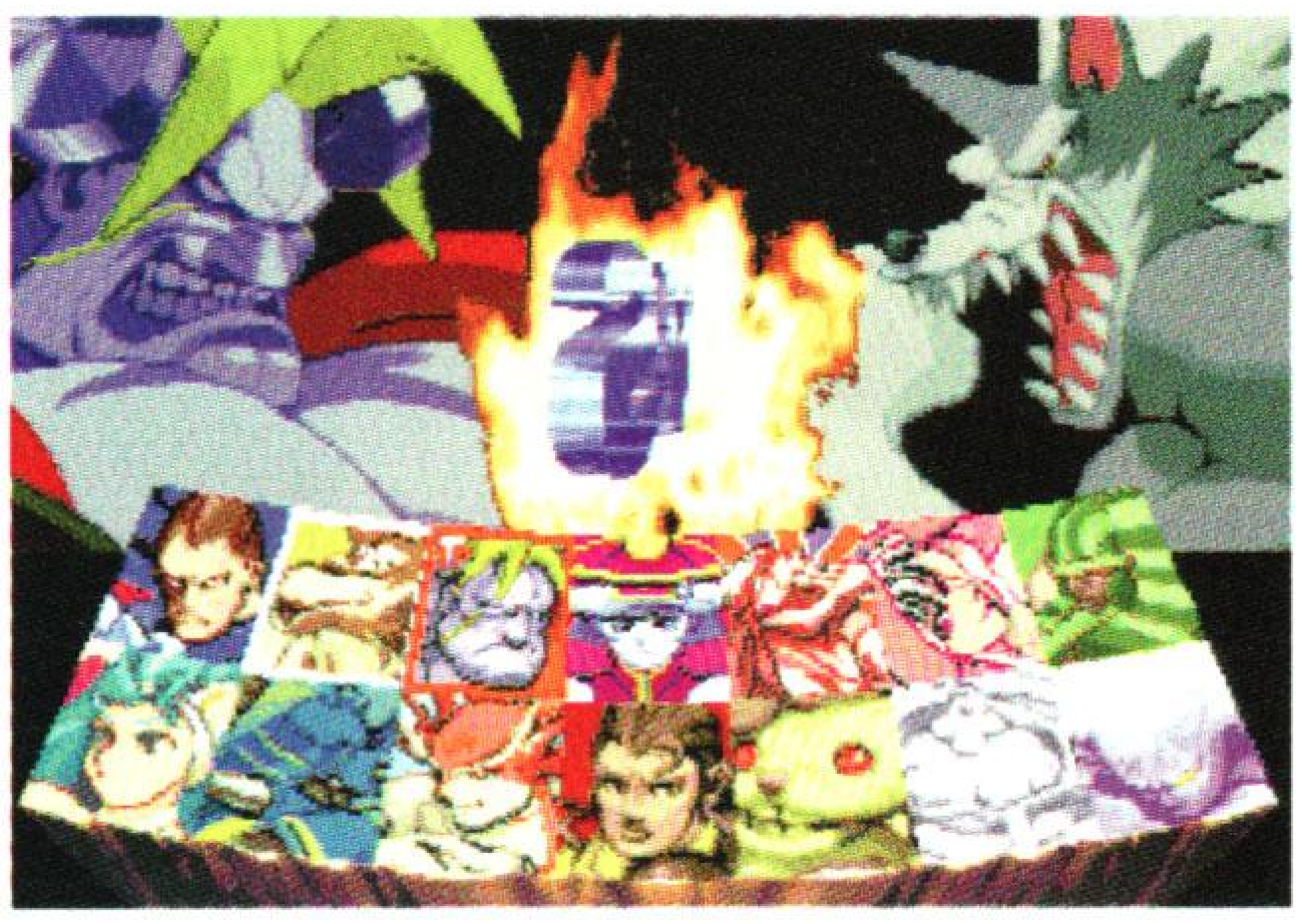
As seen in the X-Men coin-op, Vampire Hunter contains the ability to make your fighter dash either forwards or backwards by simply double tapping the d-pad towards or away. The dash has varying effects depending on who you are using, with some characters seemingly teleporting from one place to another, while others charge madly at their opponent. This is a good technique to use for taking an opponent by surprise, but be wary of attempting to many dashes against a character who is proficient in horizontal projectile attacks. Some characters, such as Lei-Lei, can utilise their dash in mid air, whilst others, like Demitri, can perform special techniques that can only be accessed whilst dashing.





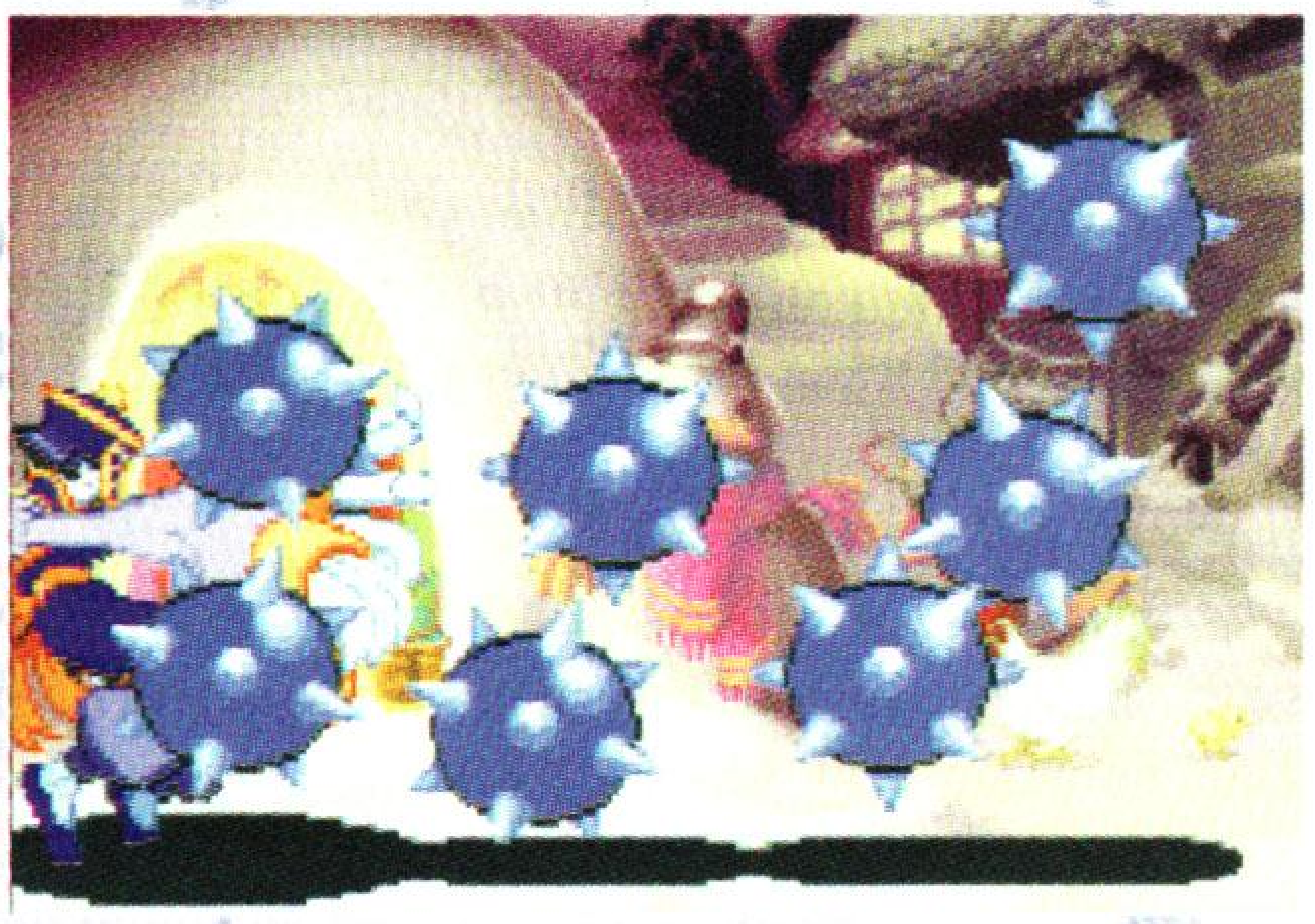
GUARD REVERSALS

Another feature that has become standard in Capcom 2D fighting games is the guard reversal. Similar in style to Street Fighter Alpha's much touted Alpha Counters, guard reversals allow you to turn a blocked attack into an offensive strike by performing a specific movement the moment you see the block contact mark. Unlike Street Fighter Alpha the reversals do not require a powered up super move bar to perform, although the margin for error in the execution of these reversals has been reduced. You must perform the move almost simultaneously with the block, and unless you really know what you're doing, its best to steer clear.



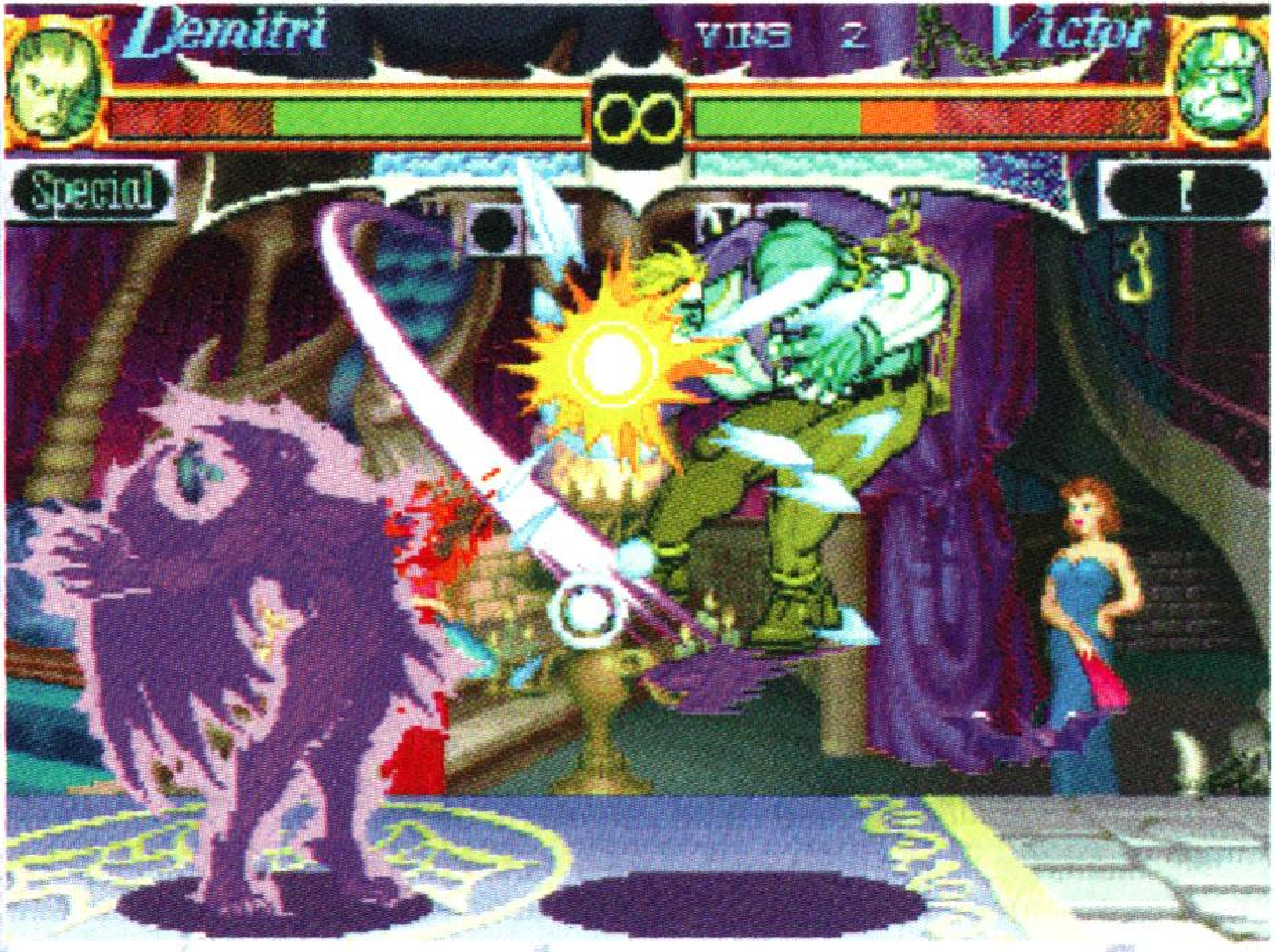
MEET THE CAST

As we have already mentioned, Vampire Hunter offers you a selection of 14 characters: ten fighters from the original DarkStalkers, two bosses, and two new characters: Donovan and Lei-Lei. Each of these characters offers a unique balance of speed, power, stamina and a variety of special techniques that must be mastered if you want a chance of defeating the worthy Phobos and Pyron.



DEMITRI - The Vampire

Demitri's motivation for entering the DarkStalkers contest is purely selfish. As an all powerful immortal, aristocratic life has got a wee bit boring, so our fanged friend decides to defeat the otherworldly Pyron and establish himself as the greatest warrior on the planet, just for the kudos. Demitri is one of the game's two 'standard' fighters, with his specials echoing the dragon punch/fireball/hurricane kick manoeuvres of Ryu and Ken from the Street Fighter series. This makes him ideal for beginners and experts alike, while his EX moves (including a swarm of energy charged bats and a fearsome multiple hit throw) are not only spectacular but easy to activate.

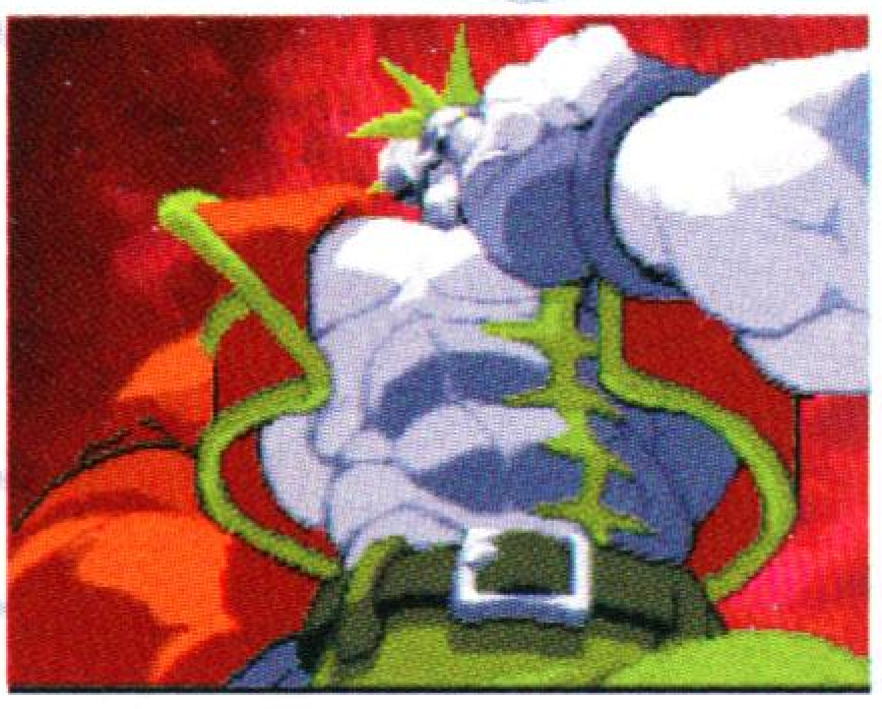


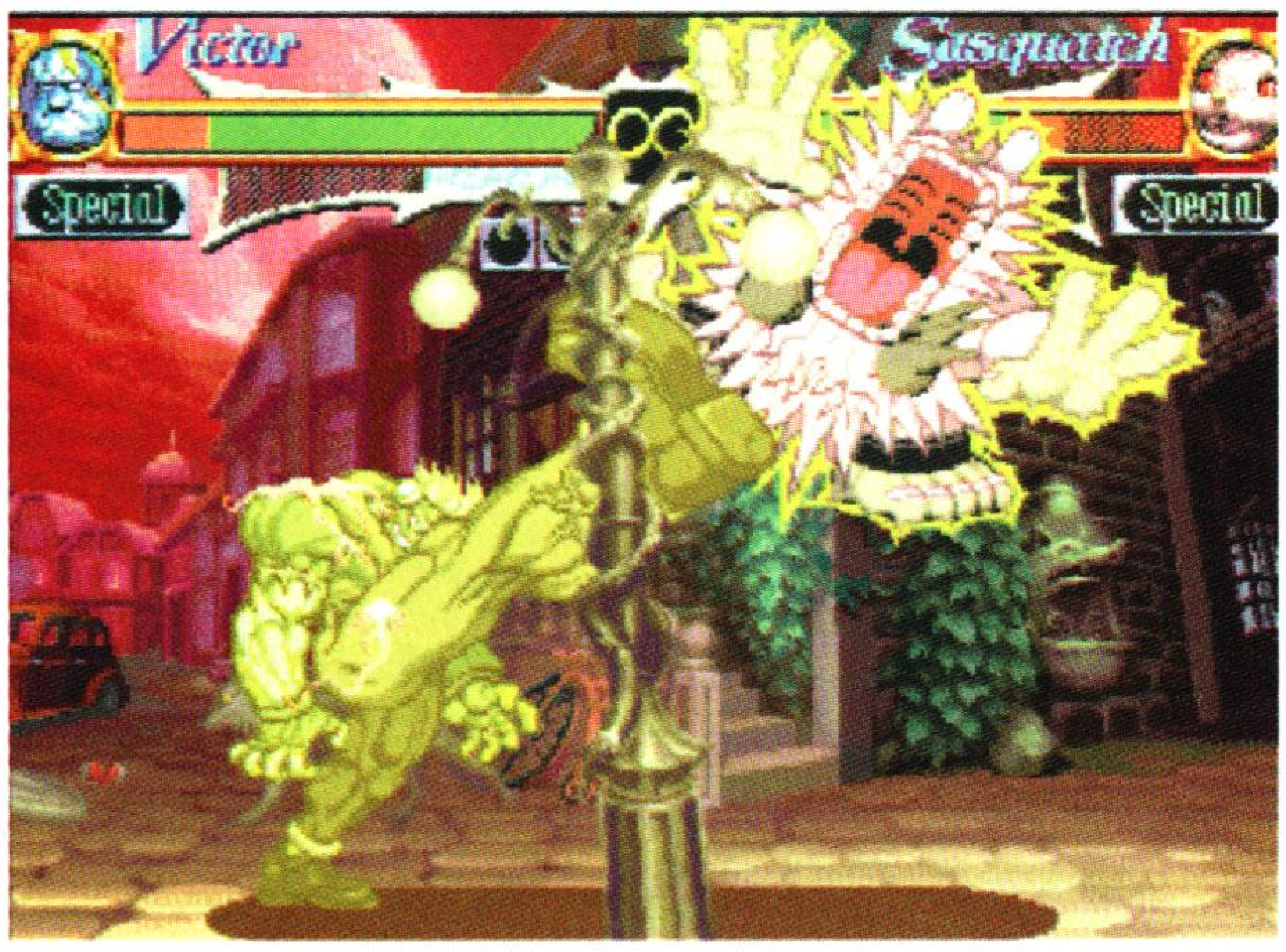
GALLON - The Werewolf

When Gallon was a child, he was bitten and infected by a werewolf, giving him some lycanthropic tendencies and a bad case of facial hair that puts even our Gary's so called 'growth' to shame. He fights to discover a cure for his unfortunate condition, hoping that one of the DarkStalkers may possess the power to return him permanently to human form. Gallon is a curious mixture of M Bison and Guile, armed with dashing horizontal and diagonal energy attacks (activated with fireball and dragon punch motions), a multiple hit close range berserk attack and a charged flash kick manoeuvre. These techniques, coupled with two effective EX's (one similar to Rose's triple shadow in Street Fighter Alpha), incredible dexterity and respectable power make Gallon a formidable foe. Quite easy to master, but brutally effective.

VICTOR - The Frankenstein

As you may have gathered by the accompanying shots, Victor isn't overly endowed in the brain department. A product of his creator's (Von Gerdenheim) demented imagination, Victor is in fact the result of a scientific experiment gone horribly wrong. Unaware that his master is actually dead, he fights in the hope of impressing his surrogate deceased 'Dad' into speaking to him. A mountain of muscle (all belonging to someone else mind you) Victor is the Zangief of the bunch, a close combat merchant who inflicts massive damage with each blow and pays the price in terms of speed. Not a **MAXIMUM** regular it has to be said.





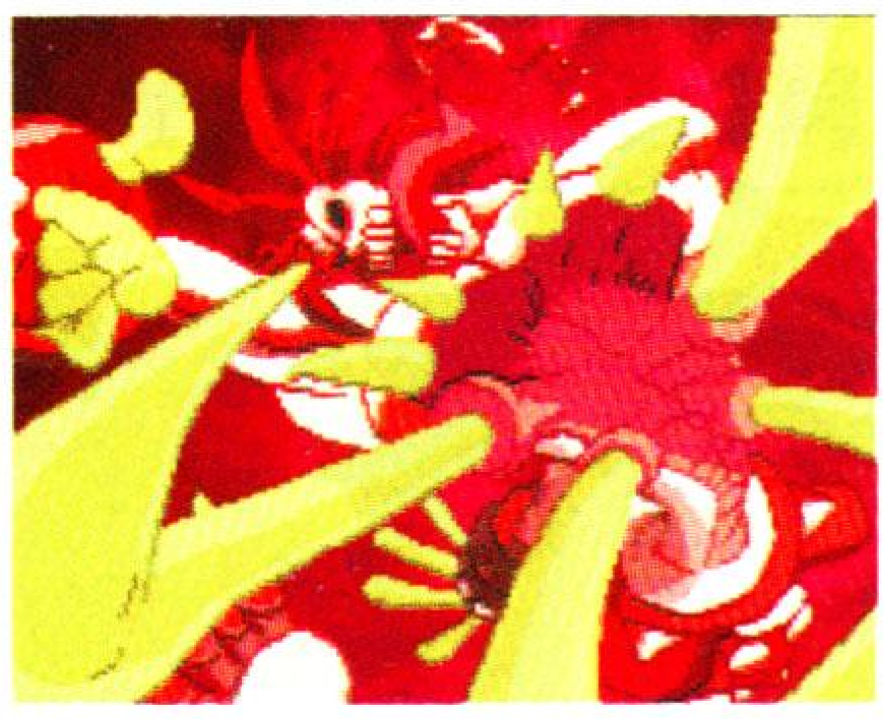
Extended play with Victor 'the Frankenstein' has revealed him to be a more powerful adversary than we first realised. The range and strength of his ordinary moves (right) are impressive, while his stamina is unmatched. Victor can shrug off even the most powerful of attacks with only token damage.

LEI-LEI - THE AVENGING GIRL

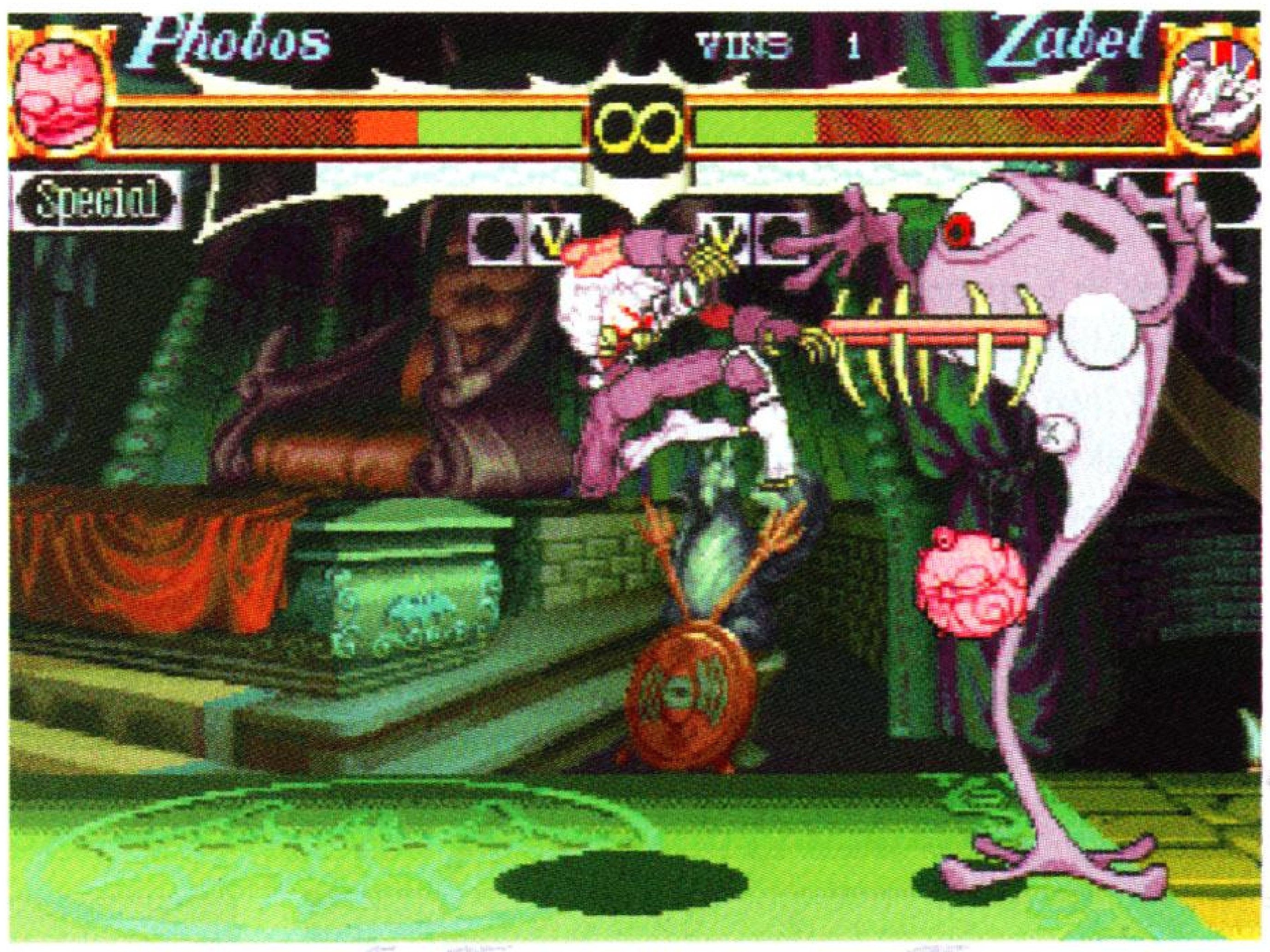
"Please don't be scared of me!"

One night in main land, China, the dead rise from their graves and terrorise a nearby village. A lone mother of twin daughters, Lei-Lei and Lin-Lin, sacrifices her life to save the townsfolk, and in doing so traps herself forever in the Dark Realm. Years later, in an effort to help their dead mother, the twins use a dangerous and unstable magic on themselves that should only be used to reanimate the dead. Lei-Lei becomes a 'Kyunsi', a Chinese vampire, and together they set out to defeat the DarkStalkers and rescue their mothers' lost soul.

Lei-Lei is the most popular Vampire Hunter character in Japan, and after extensive play testing **MAXIMUM** can see why. Her size and speed make her a tough target to hit, while many of her standard attacks inflict multiple strikes, particularly her jumping fierce. Her projectile attack, Ankiho, conforms to the vector theory as seen in X-Men, while her defensive henkyoki is easy to perform and reflects all attacks, not just projectiles. Her Jireito EX hits aerial attackers multiple times, and her special throw (hotengeki) not only looks painful but inflicts vast damage. Lei-Lei is a character with great potential.



Zabel's super slam dunk EX (right) is one of the most spectacular and amusing super moves in the game. By performing a dragon punch with all three punch buttons Zabel's 'pet' rises from the ground to consume the opponent, even if they are blocking!



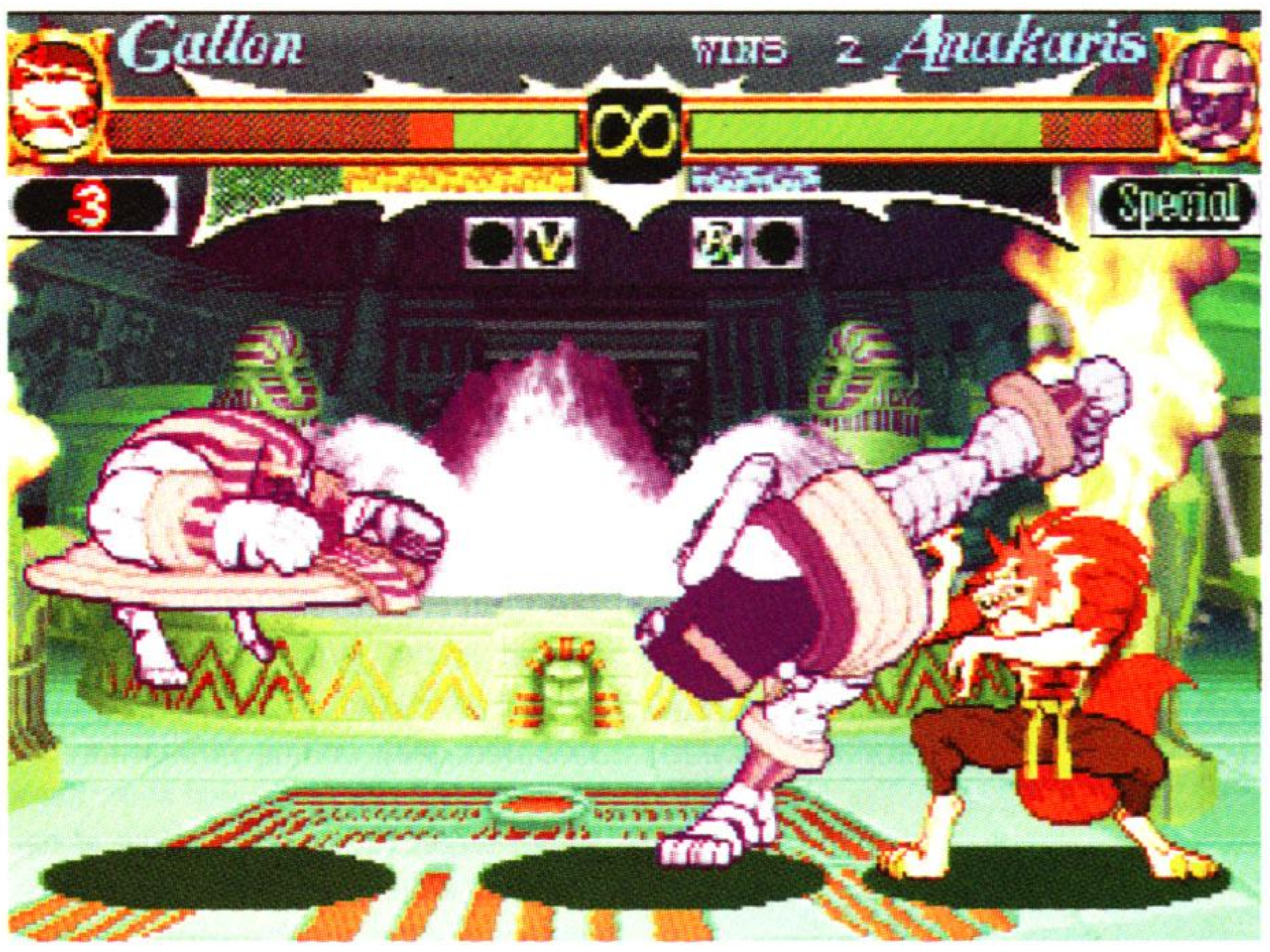
ZABEL - The Zombie

Once a lead guitarist for a well known Australian rock band, now a dead bundle of putrid rotting flesh working for the Lord of the Underworld. At least its a step in the right direction eh? Zabel enters the contest in the hope of impressing the aforementioned head zombie, Ozumu, into investing him with his undead power, thus making him a top zombie geezer. As a character Zabel is an interesting mix. Many of his standard moves are more impressive than his specials, with particularly long range and multiple strike capabilities and his hurricane kick derivative covers the entire length of the screen! Zabel is a hit and run character, particularly notable for one of the most amusing EXs in the game. If activated correctly, the opponent is swallowed by what can only be described as a big blue one-eyed weird thing, before being spat out as a ball, and then slam dunked. Honestly.

MORRIGAN - The Succubus

Despite her appearance Morrigan is a fairly nasty piece of work (**MAXIMUM** tip: succubus' normally are). She fights for nothing more than to steal others' life energy, and in particular, Pyron's. Morrigan is the other half of the Ryu/Ken duo with Demitri. Like the Street Fighting twosome she specialises in dragon punches while Demitri is better at projectile attacks. Morrigan is a particularly flexible character who's speed and power will often overcome the toughest of enemies. That coupled with a special attack that inflicts up to 17 hits on its own makes her a powerful adversary.

Morrigan
373200
Zabel
Special



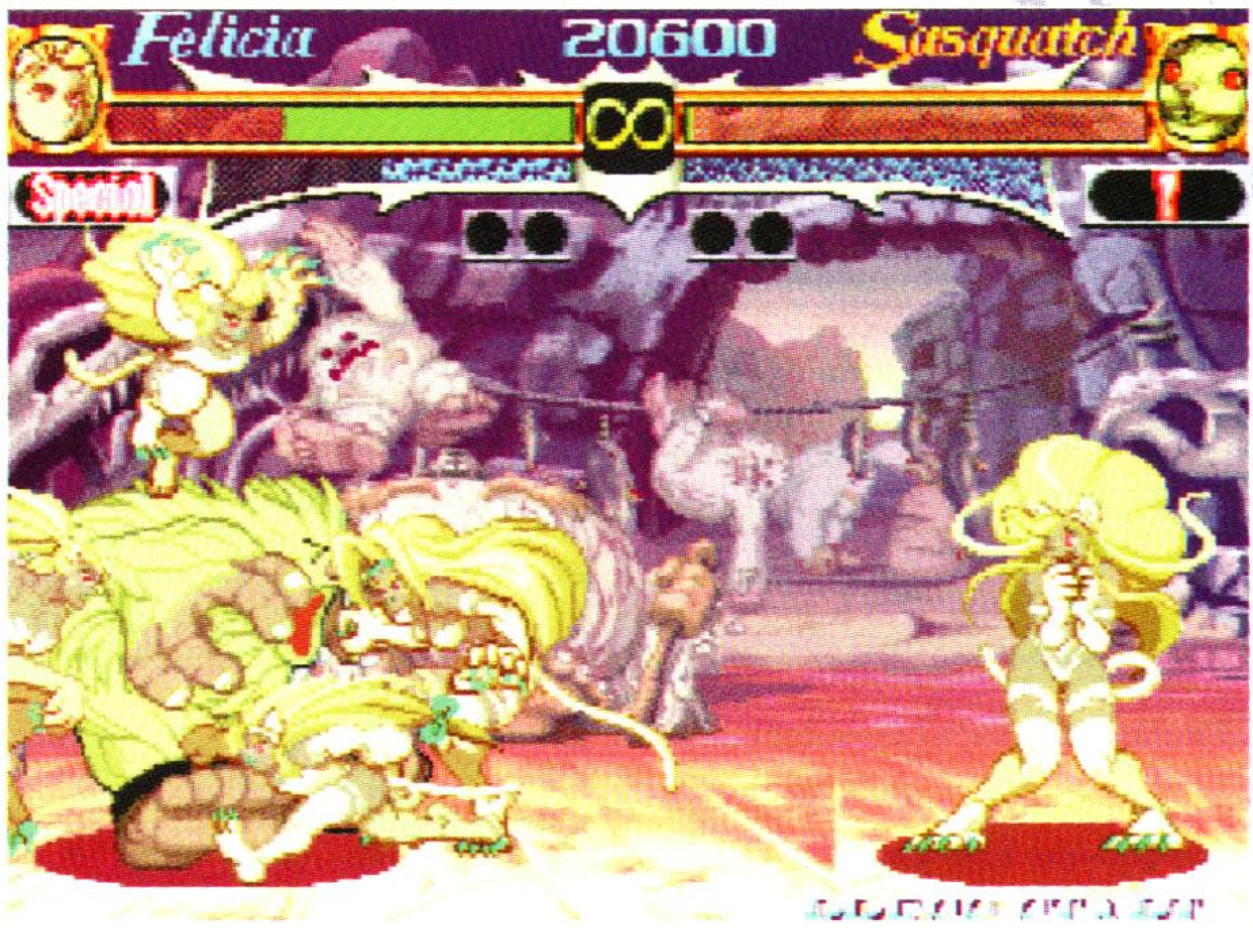
ANAKARIS - The Mummy

Anakaris enters the tournament with the objective of stealing some of Pyron's power to defend his besieged city back in ancient Egypt. At first glance Anakaris's size and cumbersome nature make him appear as a poor initial choice, but persevere and you will discover a true master's character. Much like Dhalsim, Anakaris has a vast range of ESs and EXs, which when put to proper use can be devastating. Of particular note are his main EXs, one where Anakaris splits in two and attacks the unfortunate recipient from both sides(!), and the other where he calls upon a giant screen sized (and we mean screen sized) sarcophagus to descend from the skies and crush his opposition like the bugs they are! A **MAXIMUM** favourite.

FELICIA - The Cat Woman

Naked Cat Woman, as she has come to be affectionately referred to, fights for nothing more than fame and glory! She believes that if she conquers all the DarkStalkers she will be recognised as a celebrity of Dave Perry proportions and be awarded the starring role in her own musical! Despite this rather sad motivation Felicia is in fact one of the best character's available, with overwhelming speed and a wide range of easily performed specials.Her rolling dragon punch travels underneath most projectile attacks to strike the assailant, and she can jump off the wall Chun-Li style to catch large opponents unaware. Felicia also possesses a rather controversial 34 hit EX that while being incredibly easy to use and utterly devastating, is quite frankly a bit on the cheap side.

Felicia's 34 hit EX (left) is easy to perform, inflicts massive damage, and is very difficult to avoid. Though it can be blocked, once the first hit makes contact, the proceeding 33 are unavoidable.



Felicia
WINS
Anakaris
Special

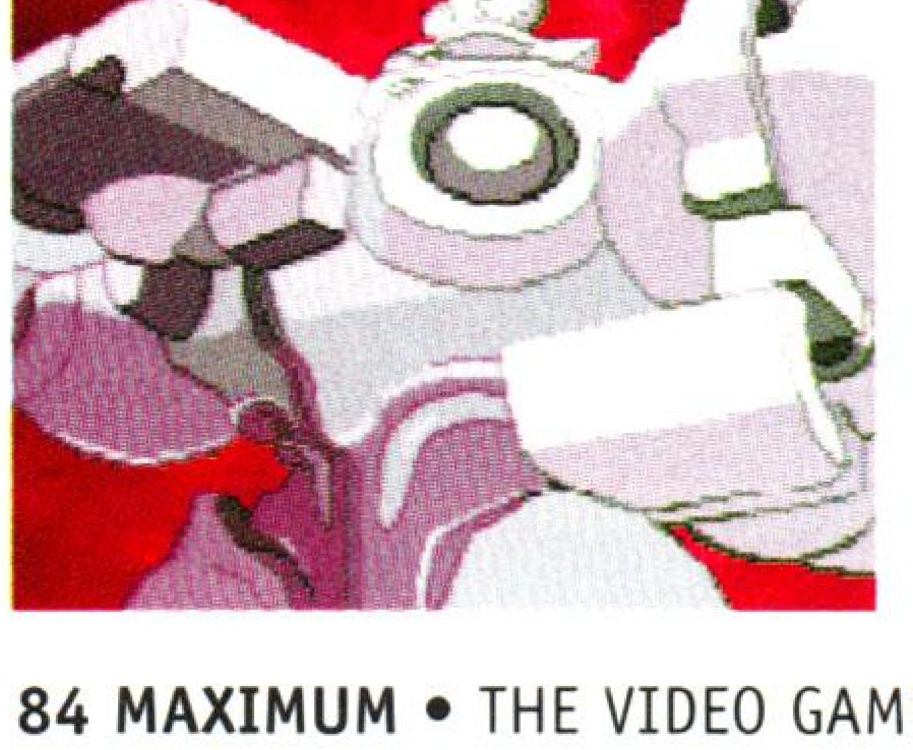
Felicia
652001
Anakaris
Special

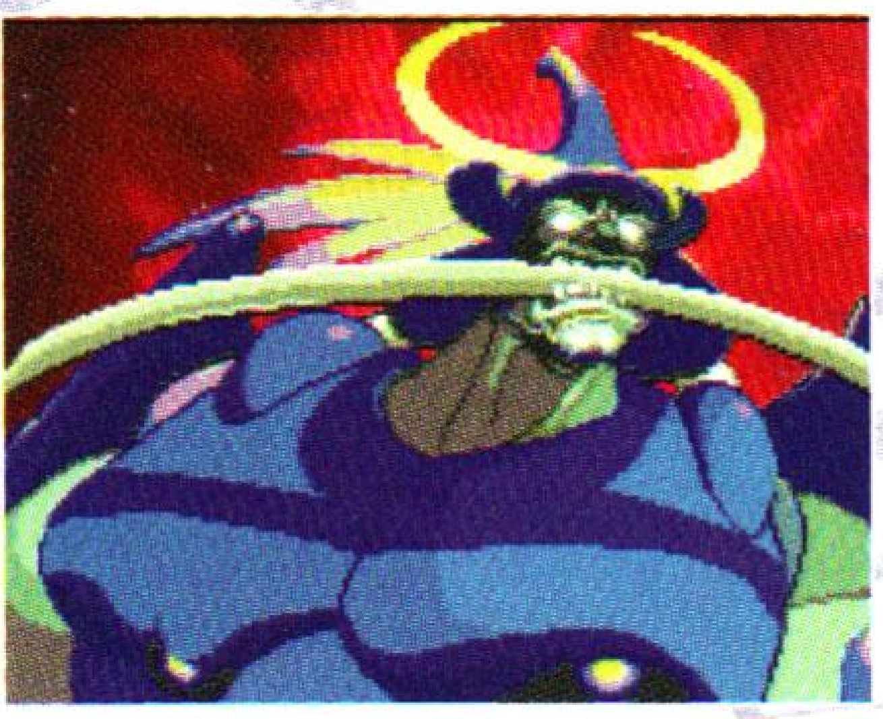
PHOBOS, THE ROBOT

"Enemy Terminated - OK"

Created by an ancient civilisation for use during a titanic war, once the conflict was over the army of Phobos droids was buried beneath some ancient Mayan ruins in Mexico. Now, centuries later, one of the Phobos droids has been reactivated by unknown means, and continues on its mission to protect its people from evil. Despite being one of Vampire Hunter's boss characters, Phobos fights for the forces of good.

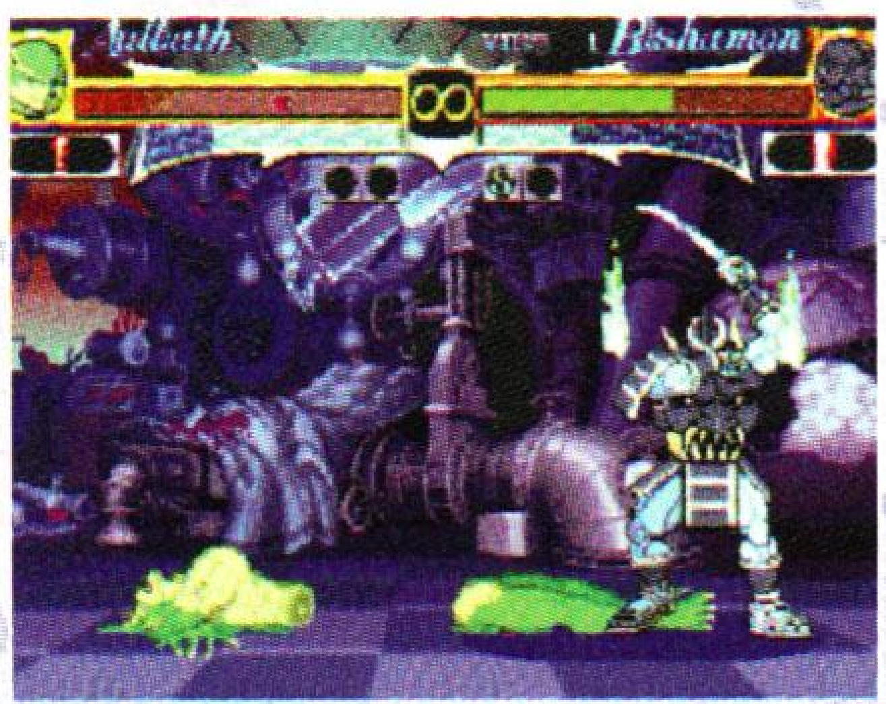
Closely resembling Sentinel from X-Men, Phobos is a lumbering, clumsy behemoth with a vast array of powerful long range attacks to compensate for his ineffectual close range capabilities. Nearly all of his special moves emanate from one of his many on board cannons, and fighting with Phobos is very much a case of keeping your opponents at bay whilst pummelling them with projectile attacks. A cheap character, but an effective one nonetheless.

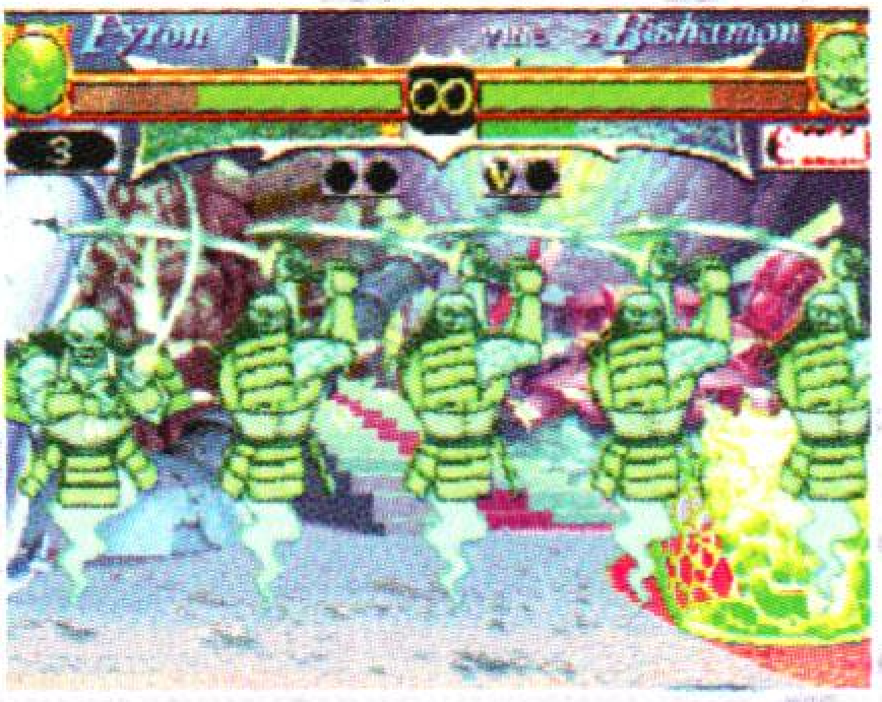


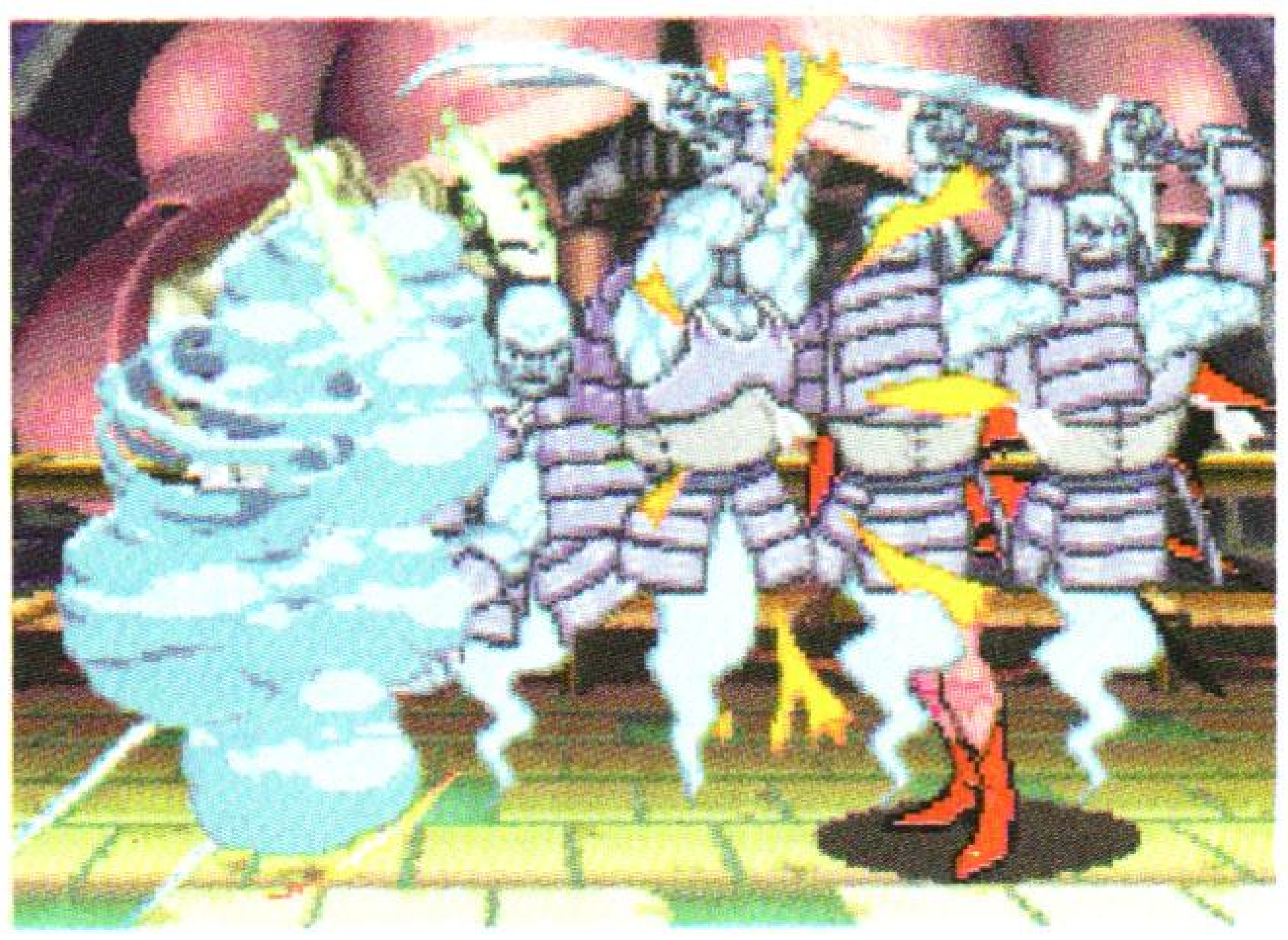


BISHAMON - The Akuryo Samurai

Bishamon fights with the combined spirit of his wife, Olin, in a desperate search to discover the truth behind the demon incarnation that has possessed him. Like Anakaris, he is a character that yields great returns for those that are willing to persevere with him. Offering an entirely new fighting technique to any character yet seen in a Capcom beat 'em up, Bishamon uses both Sonic Boom style short-ranged sword slices and a long range projectile 'hook' that resembles Scorpion's harpoon attack from Mortal Kombat. Bishamon is also the only character to have a truly deadly 'fatality' move, that cuts the opposition clean in two if used for the finishing blow. Hard as nails and no mistake.

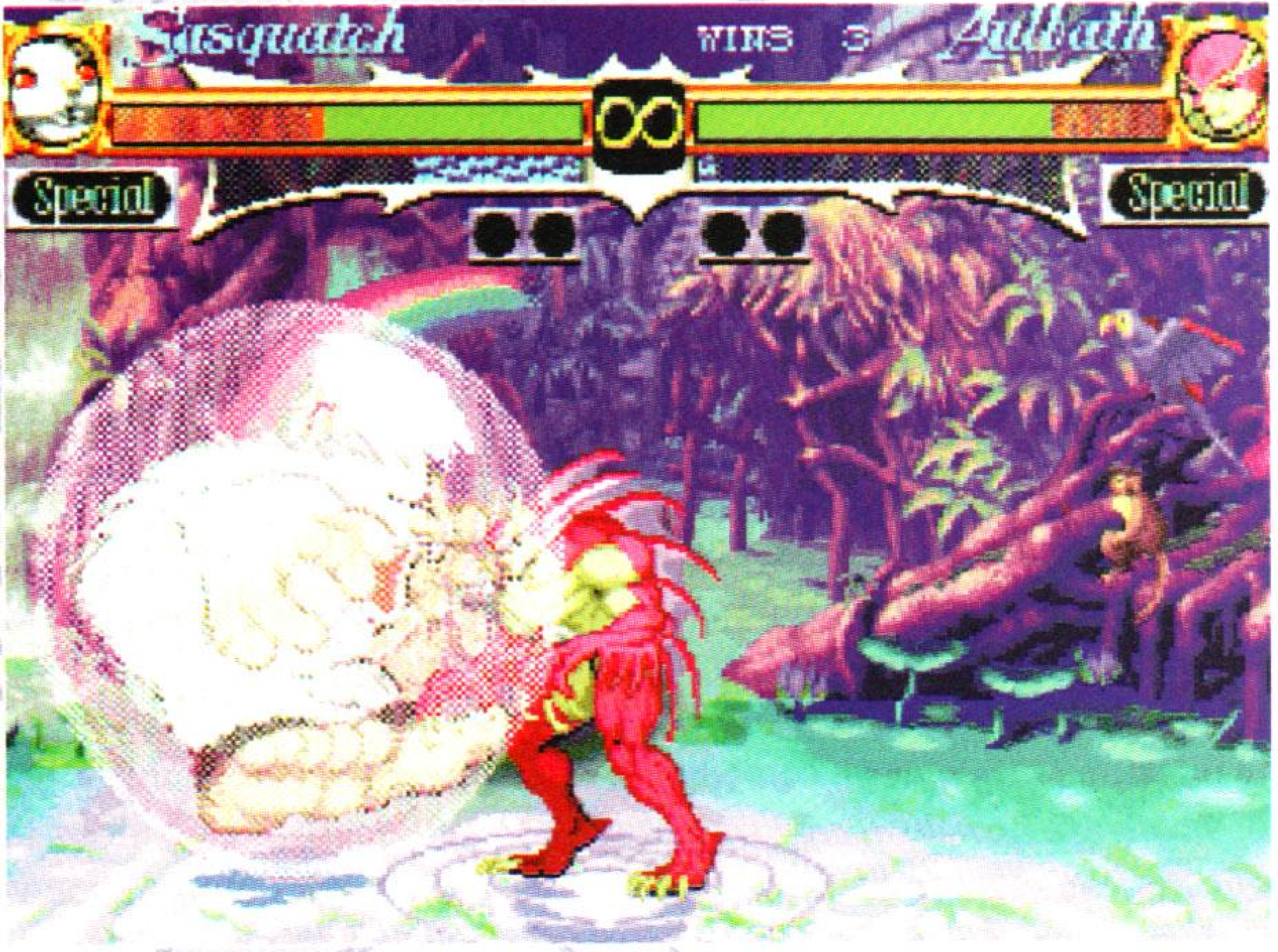


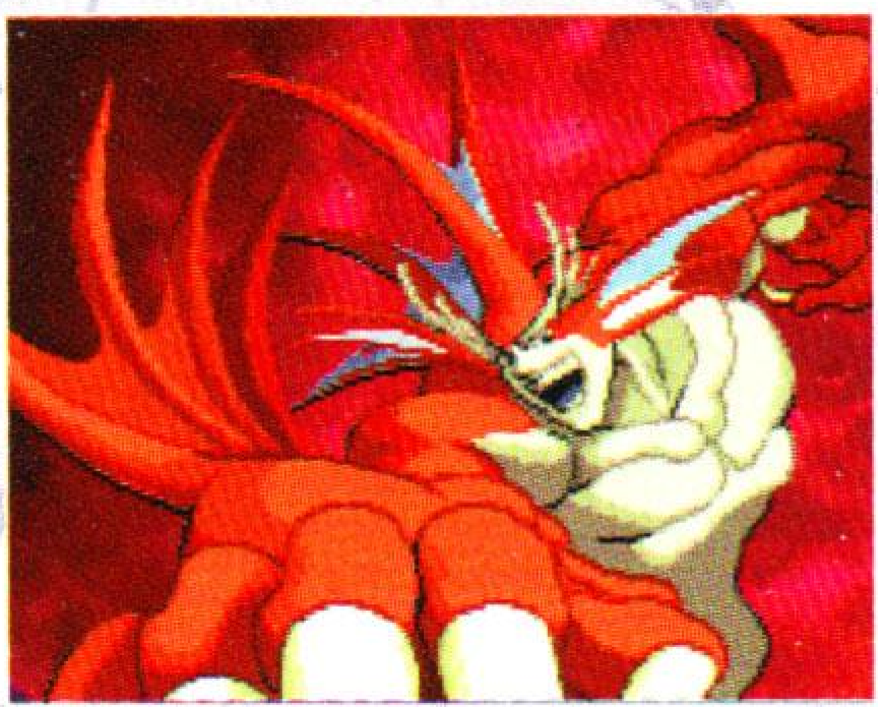


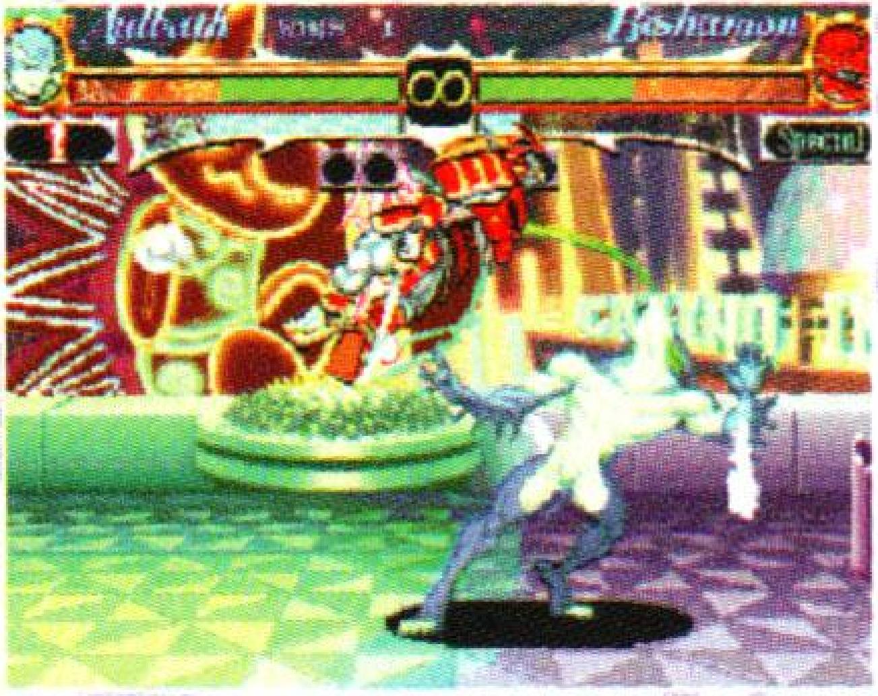


AULBATH - The Merman

A true eco-champion, Aulbath fights to protect his family and home territory (the Amazon rain forest) from both pollution and destruction. A well balanced character in all departments, Aulbath specialises in stun attacks, with both a hypnotic ray blast and gaseous emissions from his many chest gills (as horrible as it sounds!) temporarily staggering the opponent, allowing for a free attack. His specials include capturing the other player in a giant bubble (most amusing), and summoning a powerful tidal wave to inflict multiple hits on an unwary opponent.







SASQUATCH - The Bigfoot

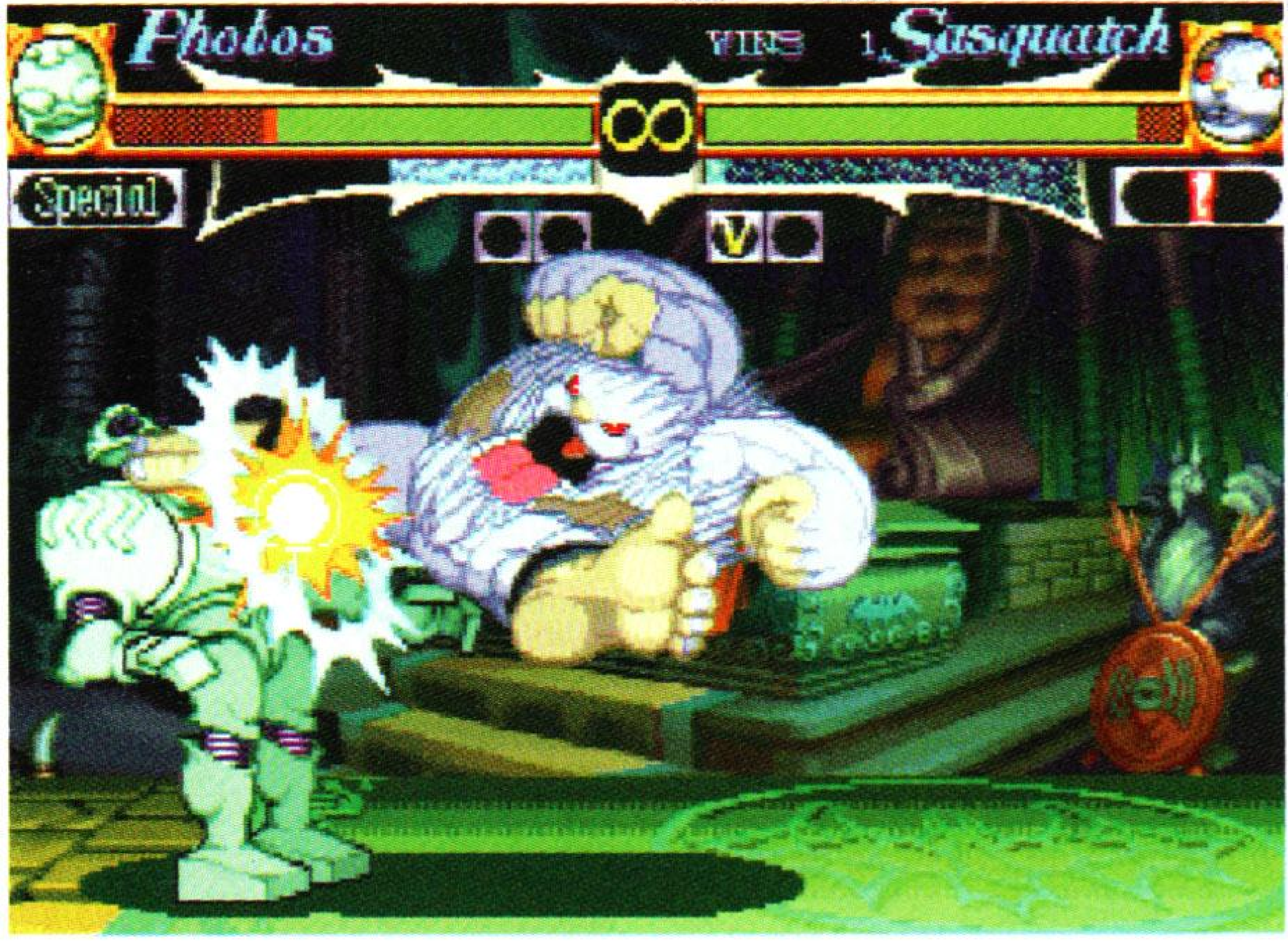
Sasquatch enters the tournament to prove he is a worthy successor to Bendor, the noble leader of the Sasquatch tribe. He also quite enjoys a good scrap now and then. Best described as a cross between Blanka and Kimala from Muscle Bomber, Sasquatch has a wide range of close combat moves coupled with a powerful freezing projectile attack. Though his size and lack of defence from aerial attacks initially poses a problem, Sasquatch is ultimately one of the most powerful characters in the game. His speciality EX involves creating a patch of ice beneath the opposition's feet and then invoking the powers of a vast whale to twat the unfortunate recipient with its mammoth tail.

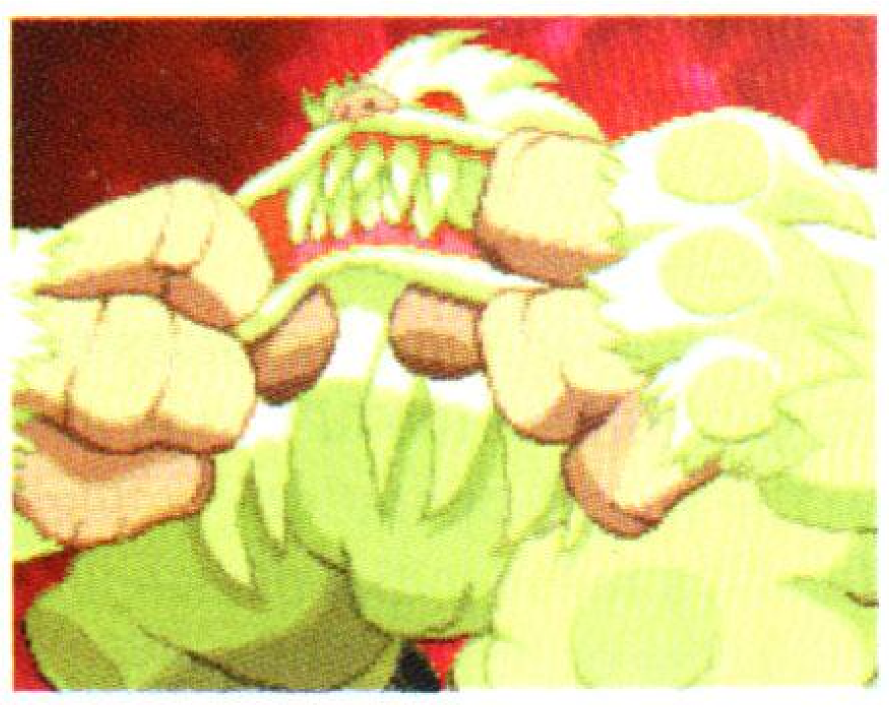
SATURN FIGHT FANS REJOICE!

CRUNCH TIME!

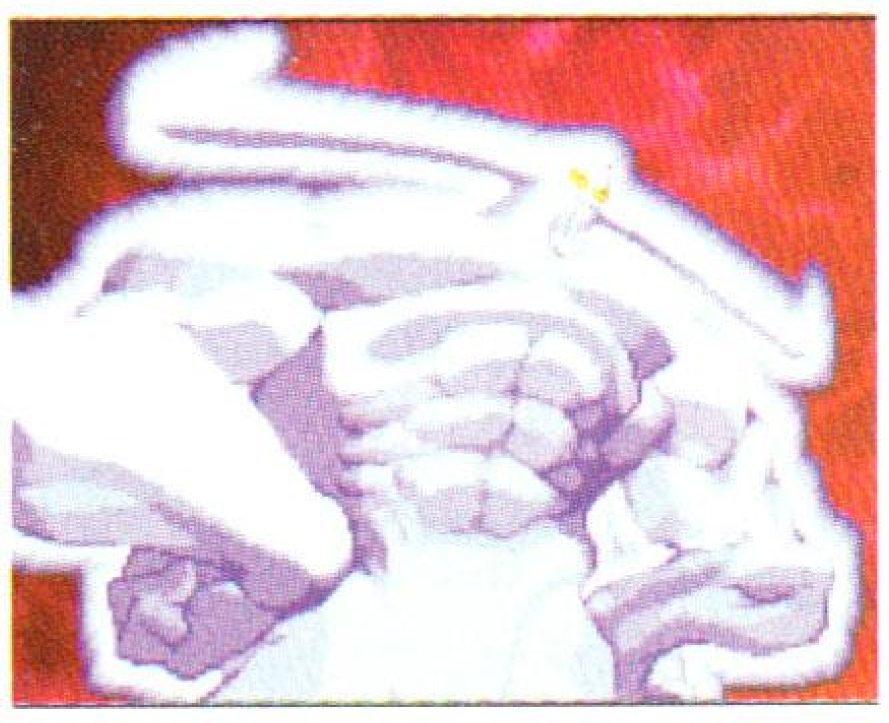
So, with all the current Capcom Saturn coin-op conversions, where does Vampire Hunter fit into the equation? After all, to the untrained eye Street Fighter Alpha, X-Men and Vampire Hunter all seem like incredibly similar titles. And in terms of basic game play, they are. They're also all brilliant games in their own right, with their own individual strengths and weaknesses. So, if you're not some kind of Capcom nut (as indeed we of **MAXIMUM** are), and wouldn't consider purchasing all three, is there one particular title that stands head and shoulders above the rest?

Well, no actually. There isn't. It's all a matter of personal preference. Street Fighter Alpha is the game for Street Fighter purists, with the tried and tested pixel perfect formula of the Street Fighter engine producing some expertly controlled battles. X-Men, on the other hand, is the complete opposite, with huge sprites and massively over-the-top super moves resulting in a rather less precise but far more spectacular fighting experience. Meanwhile Vampire Hunter sits somewhere in between, with both reasonably precise controls AND some of the most imaginative graphics yet seen in a 2D beat 'em up. The choice, as they say, is yours.





Sasquatch (far left) is an awesome character. Many of his attacks freeze the opposition, which expert players can capitalise on to great effect.



PYRON, THE ALIEN

"I am the ruler of the universe!"

From his home planet of Hellstorm, Pyron is in fact ruler of the known universe. His body is composed of pure solar energy, making it easy for him to crush planets and destroy entire solar systems without even breaking into a sweat. One day, as he's about to tread on a insignificant little world known as Earth, he notices the battles of the DarkStalkers, and reckons it looks like a bit of a laugh. So, instead of obliterating the hapless planet, he turns his body into human form and decides to give them all a chance to fight for their planet's survival.

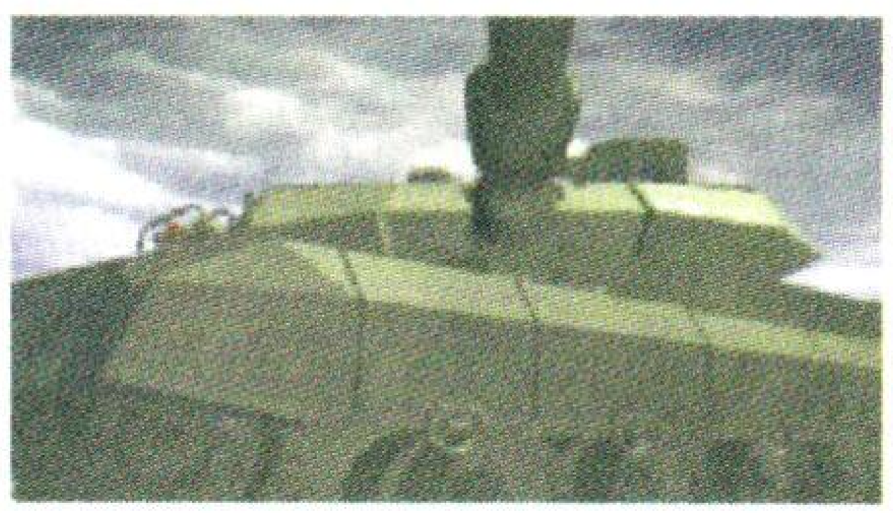
One of the advantages of fighting with Pyron is that he is very easy to get to grips with. His moves are all instinctive and effective, while his speed and power are unmatched. Pyron is another character who uses Ryu-style moves, with his huge projectile attack (Sol Smasher) conforming to the vector theory, while his dragon punch style Zodiac Fire moves horizontally as opposed to vertically. Pyron's range of techniques also include a teleport move and an incredibly cheesy throw, that seems to gain prerogative over almost anything. On the other hand, Pyron's simple techniques offer little room for improvement or development of combos, and he only has one EX (Cosmo Dislaption) which in all honestly, is pretty useless.

GUN GRIFFON: THE EURASIAN CONFLICT – Take the AWGS Mobile Suit into battle!

21ST CENTURY BLASTING IN GAME ARTS' SATURN DEBUT!

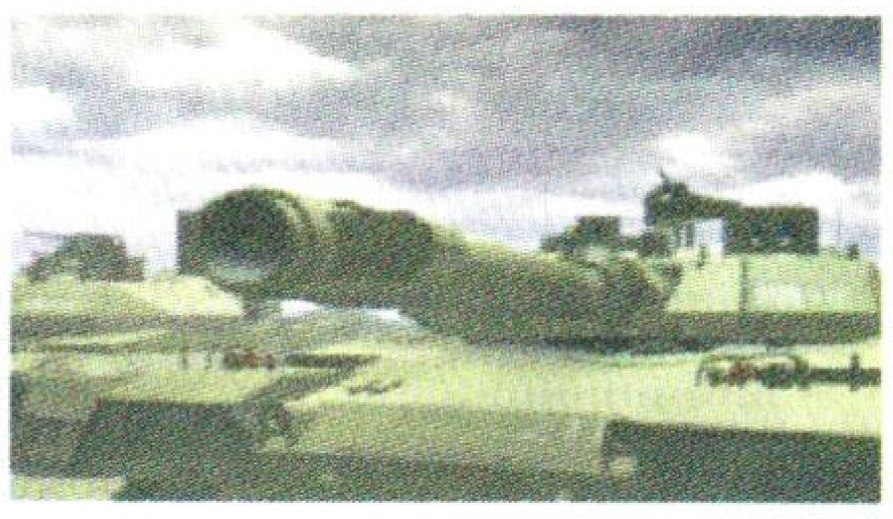
It is the early 21st Century and the world has descended into a state of near anarchy. The collapse of the Soviet Union at the end of the last century prompted a worldwide downfall for Socialism, resulting in every country adopting an extreme nationalistic regime based for the most part on the greed of capitalism. The vast increase in industrialism resulted in a massive worldwide boom, which laid the seeds for a huge increase in pollution. The ozone layer was reduced to insignificant proportions and lapses in environmental safety prompted several catastrophic disasters.

The ecological balance of the world collapsed in on itself.



The dramatic switch to industrialism brought about a swift end to the clement weather conditions needed to produce basic foodstuffs and the world began to grow hungry. The situation worsened when the world's main food provider - the United States of America - got on the wrong side of a three-year drought. Trade from the US ceased and the near-starving country closed its borders, threatening armed response to any foreigners who crossed into their territory.

Desperate for food, the world swiftly divided itself into four distinct unions, willing to go to war in order to feed its people:



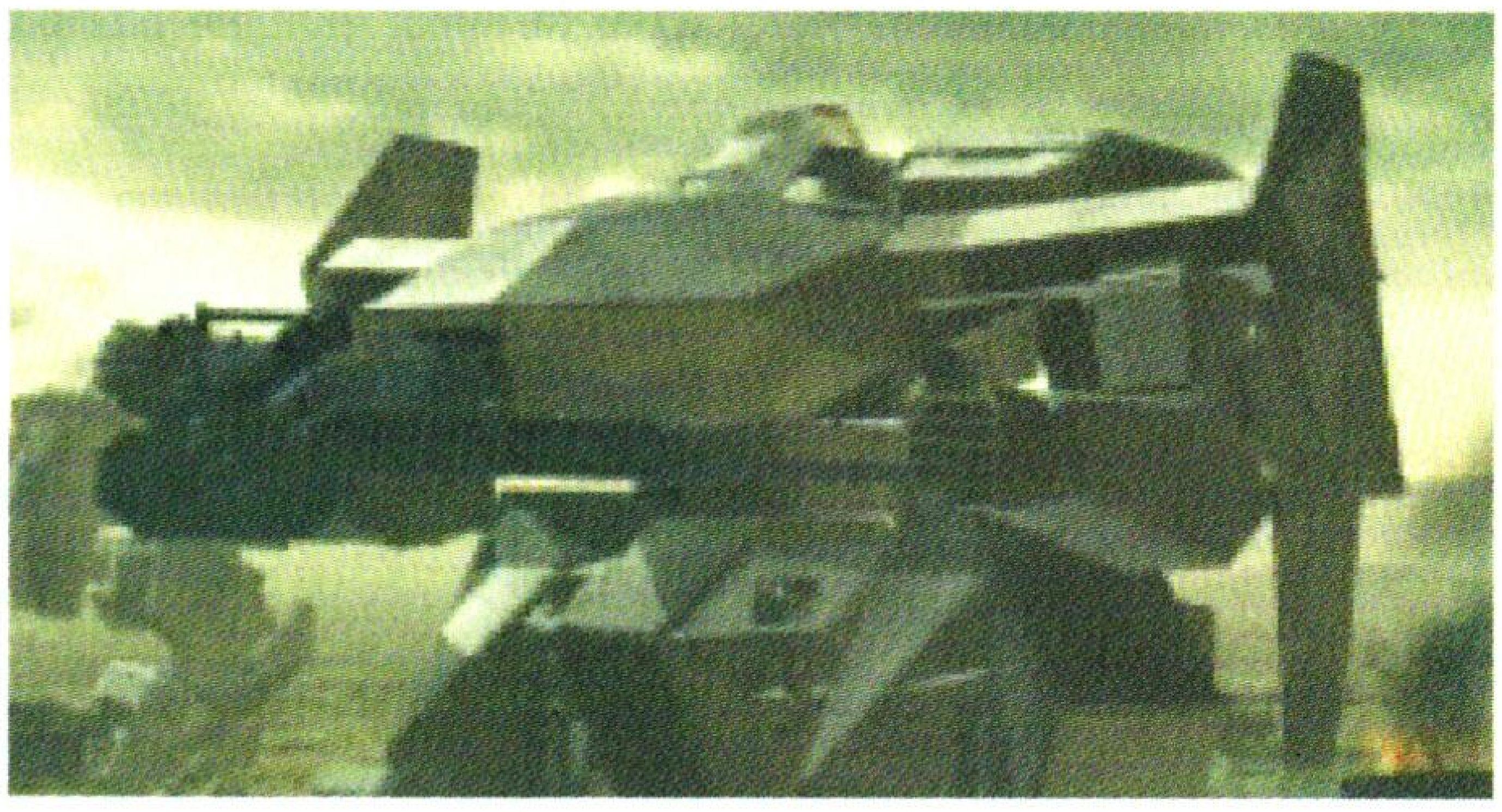
1. THE ORGANISATION OF AFRICA UNION (OAU)

The member countries of Africa have joined together to pursue a ruthless campaign against its competing nations. The continent has always suffered due to hot weather, particularly in the North. However, due to global warming even the wetter southern countries are suffering badly. Dictatorships have been in place since the very early 21st Century and a great deal of the African wealth has been spent on military equipment. The OAU is a desperate organisation willing to resort to anything to get what its people need.

Everyone knows that the Saturn is... well, crap at full-motion video. Compare VF2 to Tekken 2 and you'll see what we mean. Still, perhaps all of this is set to change as Gun Griffon features FMV that's by far and away the best on the system. Gone are those irritating blocky patches - and this intro *isn't* recorded in the Saturn's standard Jerk-o-Vision, either. In fact, it's excellent. Hence the pictures on these pages.

2. THE PAN-EUROPEAN UNION (PEU)

Despite encompassing most of Europe, the actual number of citizens in this particular movement is still second in size to the Asian Pacific Union. However, the European people have long enjoyed plentiful supplies of agricultural goods, having fortified this after the Second World War. Dissent is now rife in Europe as the supply of foods slowly dries up. With a huge combined military arsenal of weapons (most of which are now, however, outdated), the Europeans are cautious to get themselves involved in all-out warfare and while food supplies last, they won't start a war, although clandestine skirmishes in disputed areas are possible.

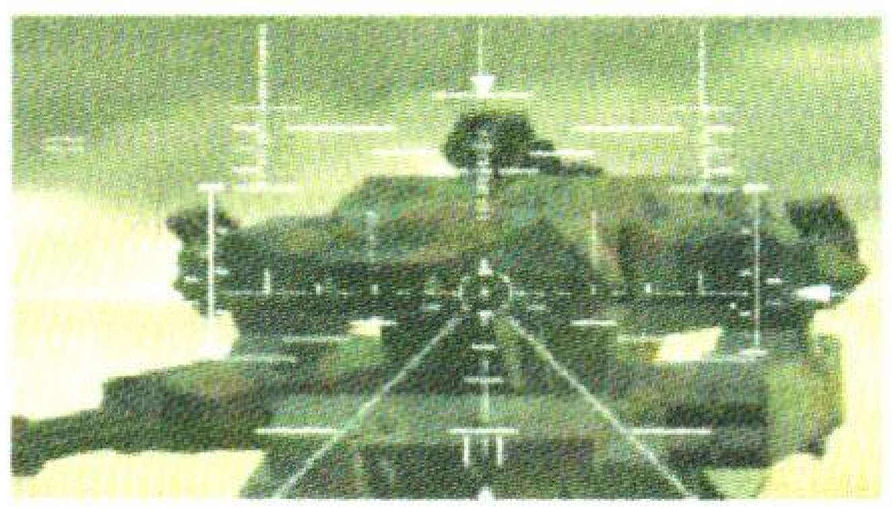


You wouldn't believe that the FMV driver used in Gun Griffon is the same as in Virtua Fighter 2 and Virtua Cop. This intro is near MPEG standards and definitely the best on the Saturn to date.

3. AMERICAN FREEDOM TRADE ASSOCIATION (AFTA)

Since the emergence of a strict ring-wing administration, the mood of American citizens can best be described as "paranoid". Realising that they are the continent with the most food, the Americans jealously guard it and invest a great deal of money (generated with the proceeds of previous trade) into a technologically advanced military arsenal. The Americans respond with deadly force to any incursion into their territory, and win the majority of the skirmishes they engage in. Second only in military power to the APC.

GUNGRIFFON
THE EURASIAN CONFLICT
PRESS START BUTTON
©1996 GAME ARTS



4. ASIAN PACIFIC COMMUNITY (APC)

Encompassing the nations of Japan, China and Korea, the APC has long relied on the foodstuffs of the AFTA to feed their people. With the largest number of citizens in its union, the APC is exceptionally anxious to get as much food as possible. A huge percentage of its wealth is used to develop advanced military hardware, and in this respect the APC is unmatched. It has moved on from conventional tanks and helicopters and has instead developed the AWGS (Armoured Walking Gun System). Forced into warfare against the other unions, the APC has the most powerful weaponry in the world.

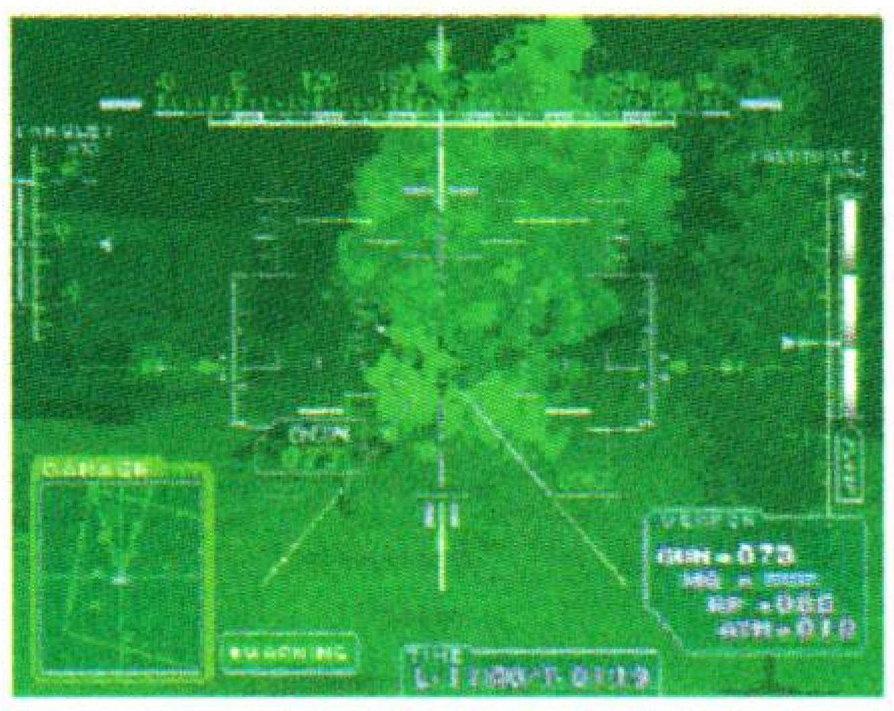
**THE WORLD TOTTERS ON THE BRINK OF ALL-OUT WARFARE!
NATIONS JOIN FORCES AS THE BATTLE TO END ALL BATTLES BEGINS!**

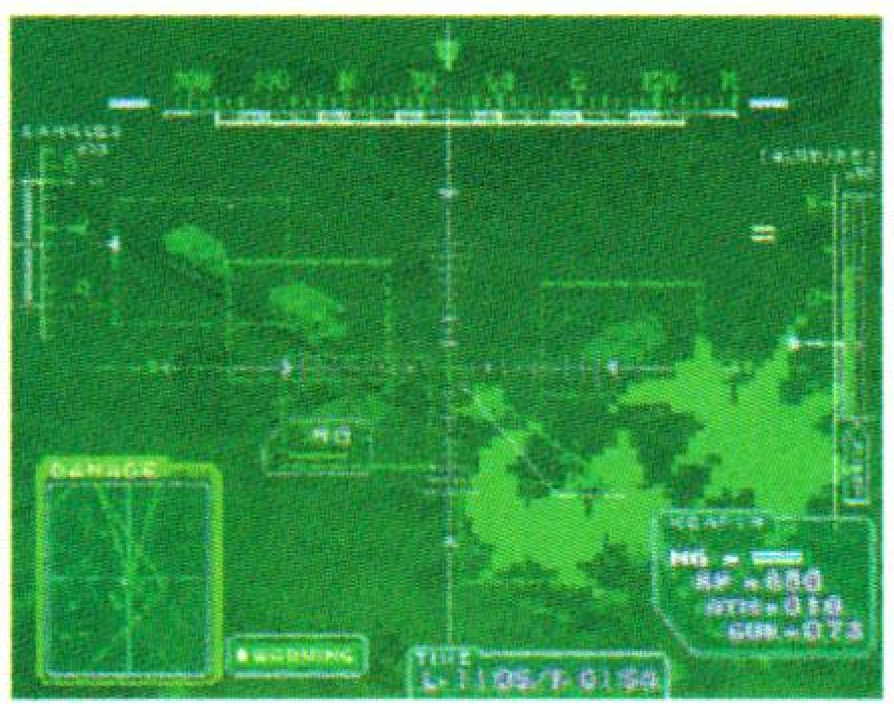
The player is a member of the Japanese Foreign Legion 501 - the most feared military elite in the world. using state-of-the-art AWGS technology, the legion has gained a reputation as being totally unstoppable. The JFL-501 robots are powerful indeed - they can travel across all terrains and are fitted with the strongest weapons and armour yet seen. Usually operating in groups of three, supported by smaller artillery and helicopter back-up, the JFL have been known to cut swathes through the most stringently defended installations.

In Gun Griffon: The Eurasian Conflict, the player is sent deep into enemy territory to take out eight key targets. Whilst the APC ground forces gather and regroup, the JFL-501 are sent in to destroy the backbone of the enemy operation. To begin with, four different missions are available for the player to select at will (and it's these initial missions that we cover in this month's **MAXIMUM**). A further four missions become available once the initial quartet has been completed.

MASTER THE FULL RANGE OF AWGS MOVEMENT AND SLAUGHTER YOUR FOES! SHOW NO MERCY - BLAST ALL OPPOSITION INTO PIECES!

Infrared vision (below) tints the screen green, but improves visibility on the Kiev operation (mission two). It confuses the lock-on colour system slightly, and the delay caused could be lethal...





CONTROLLING THE AWGS

Considering the sheer size and power of the High-MAC AWGS under your command, if's no surprise to learn that a pretty complicated control system has been put in place to get the most out of it. We have studied the default control method, although all of the buttons and their functions can be redesigned to suit your particular needs.

1. STOMP/HOVER

The default method of movement is to simply walk about and this is achieved by holding down the B button in conjunction with a joypad movement. Alternatively you can either walk automatically (press X for forward, A for backward) or hover (press the appropriate button twice). Auto-walking allows you to spend more time concentrating on your weapons, whilst hovering is excellent for moving at speed.

2. HEAD MOVEMENT

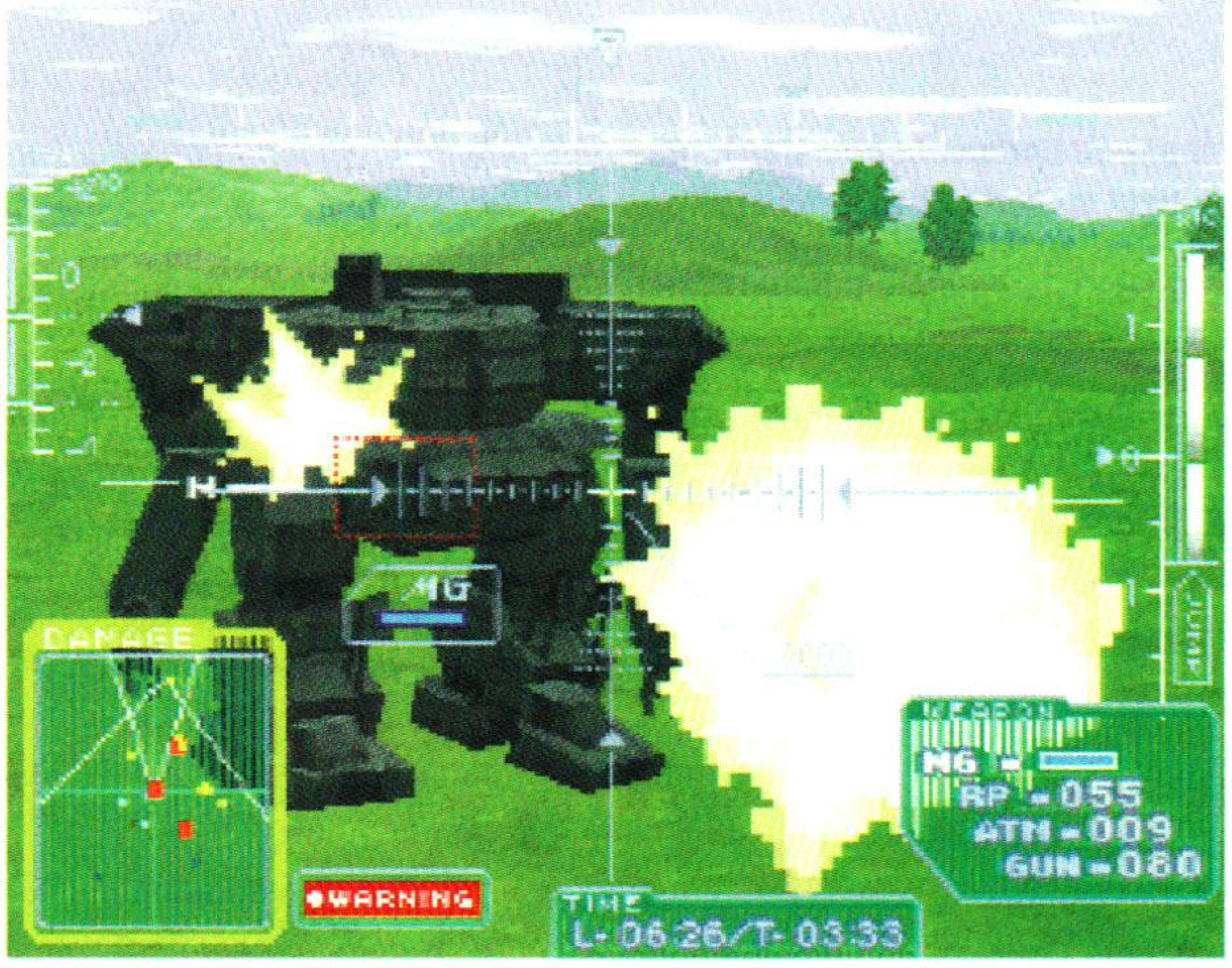
When the B button isn't depressed, the joypad controls the movement of your AWGS's head. This enables you to effectively target both ground and airborne bogies. Pressing the B button for movement locks your head position until you readjust it again.

3. INFRARED

For those night missions, the infrared sight system on-board your AWGS comes in handy, bathing all targets in easy-to-see shades of green. Although quite useful (particularly on the Kiev mission), the single colour system makes it extremely difficult to use your weapons' sighting systems (which often rely on colour).

4. SWITCH WEAPONS

Usually activated with the C button, this cycles through the weapons in your repertoire. An on-screen display shows off how much ammunition you have left with each of the four main weapons.



5. ON-SCREEN TARGETING

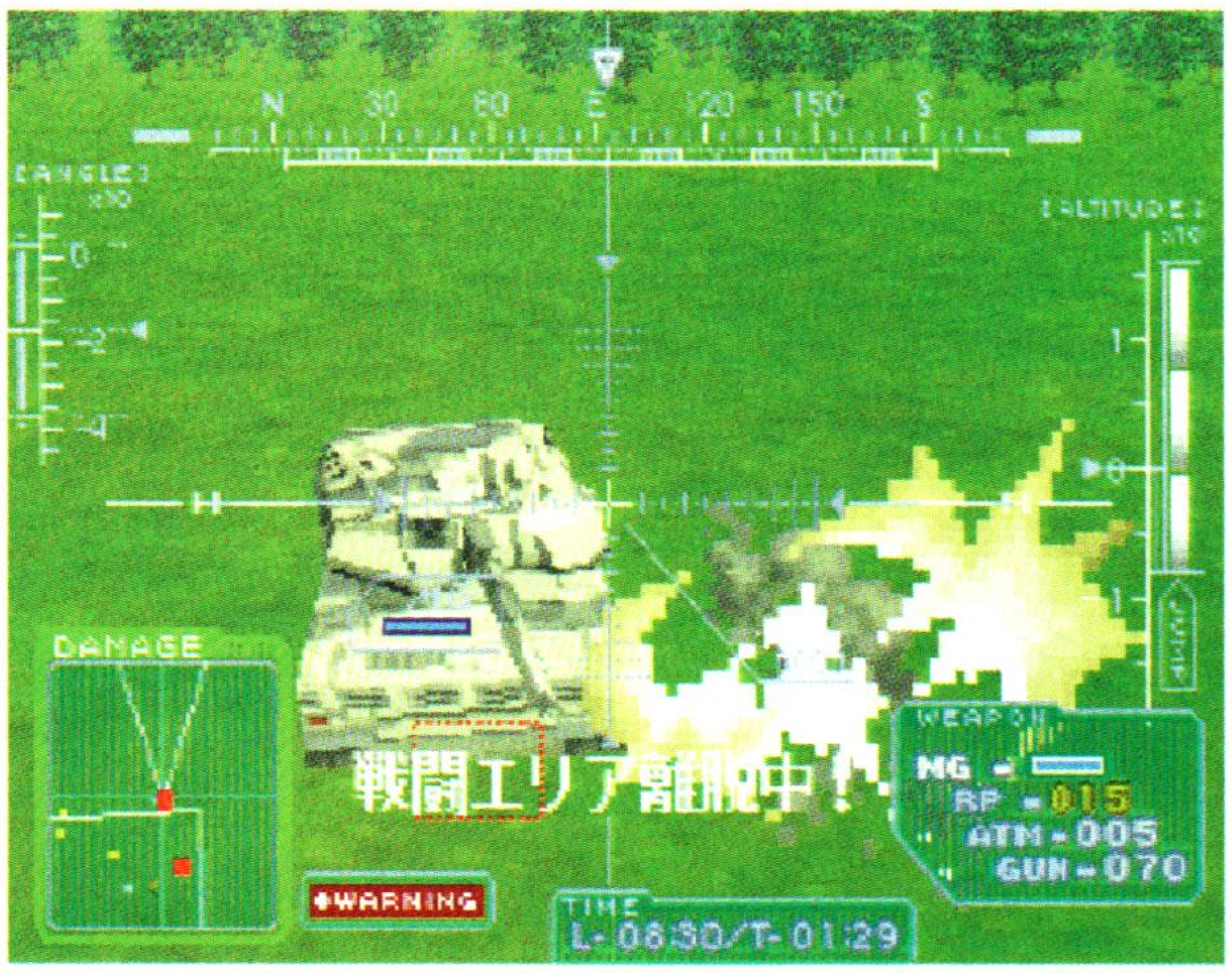
When an enemy enters the range of your AWGS's weaponry, a box appears on-screen to indicate that the target is open to attack. If an opponent is in range, but presents no direct threat, a yellow box appears on-screen, inviting you to attack. Priority should be given to enemies surrounded with a red box - these are close to your AWGS and they're in weapons range (indeed, they're probably firing at you). Audio warnings are given if an opponent enters weapons range - which is a good thing if they're not in your current field of vision.

6. JUMP

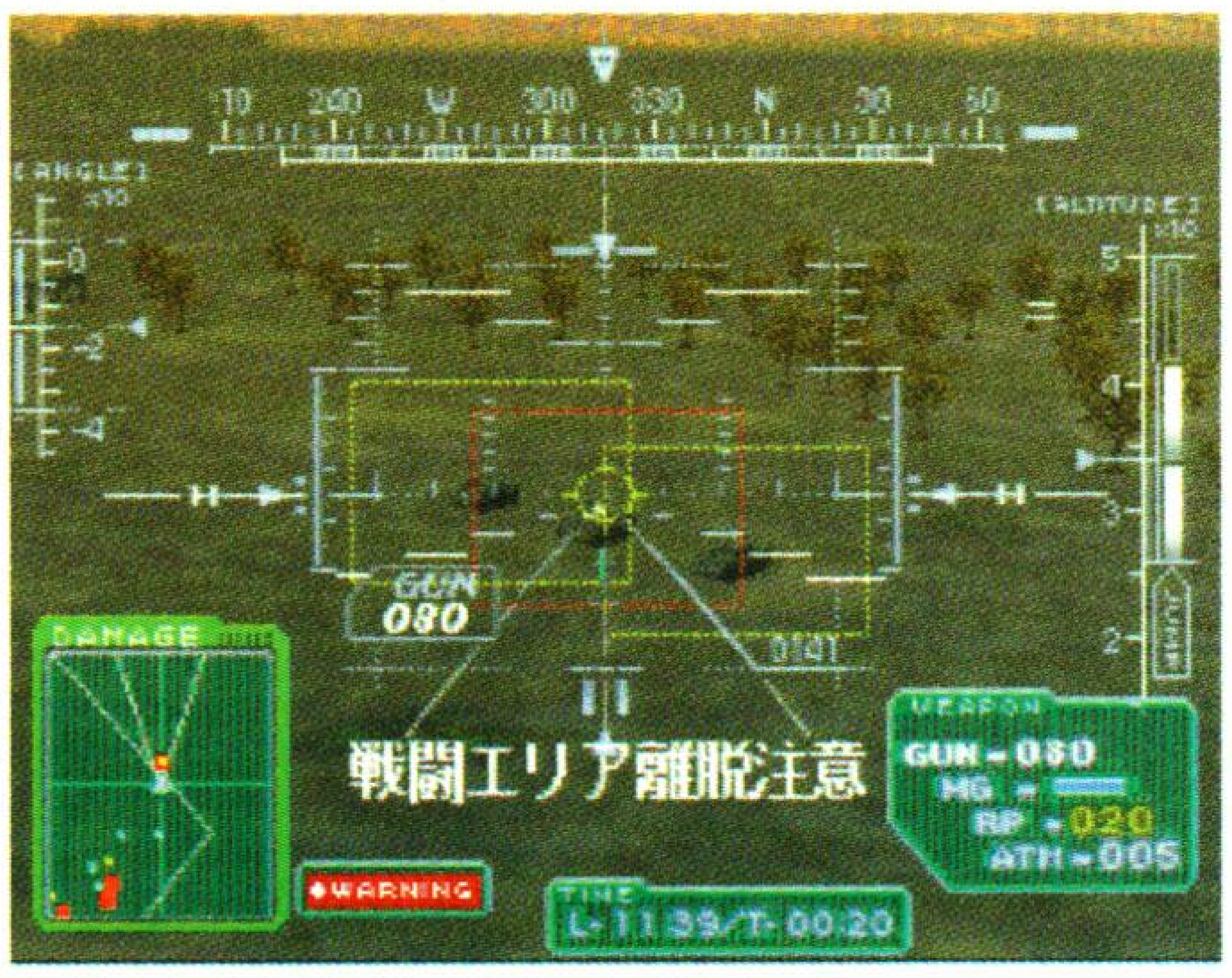
Your AWGS is the only machine built with rocket-assisted propulsion, allowing you to escape enemy fire by literally jumping up into the skies. This opens up more attack opportunities (see the appropriate weapons-related text), but it should be noted that this facility is limited, needing time to recharge before it can be used again.

The jumping system used in Gun Griffon (below) is one of the best defensive tools in your arsenal, enabling you to leap out of the line of fire and attack from the air. It's also handy for dodging airborne bombing raids. Your mobile suit is the only one to have this facility... or is it? Can the enemy forces have something planned for later missions?

Double-pressing the forward or reverse buttons engages the afterburners on the mobile suit, enabling to cross ground at great speed. Your robot hovers at this point, and as you turn, you can see the landscape bank left or right (below). Forests negate your hovering capabilities, so judicious use of the jump could make all the difference in reaching that target on time.

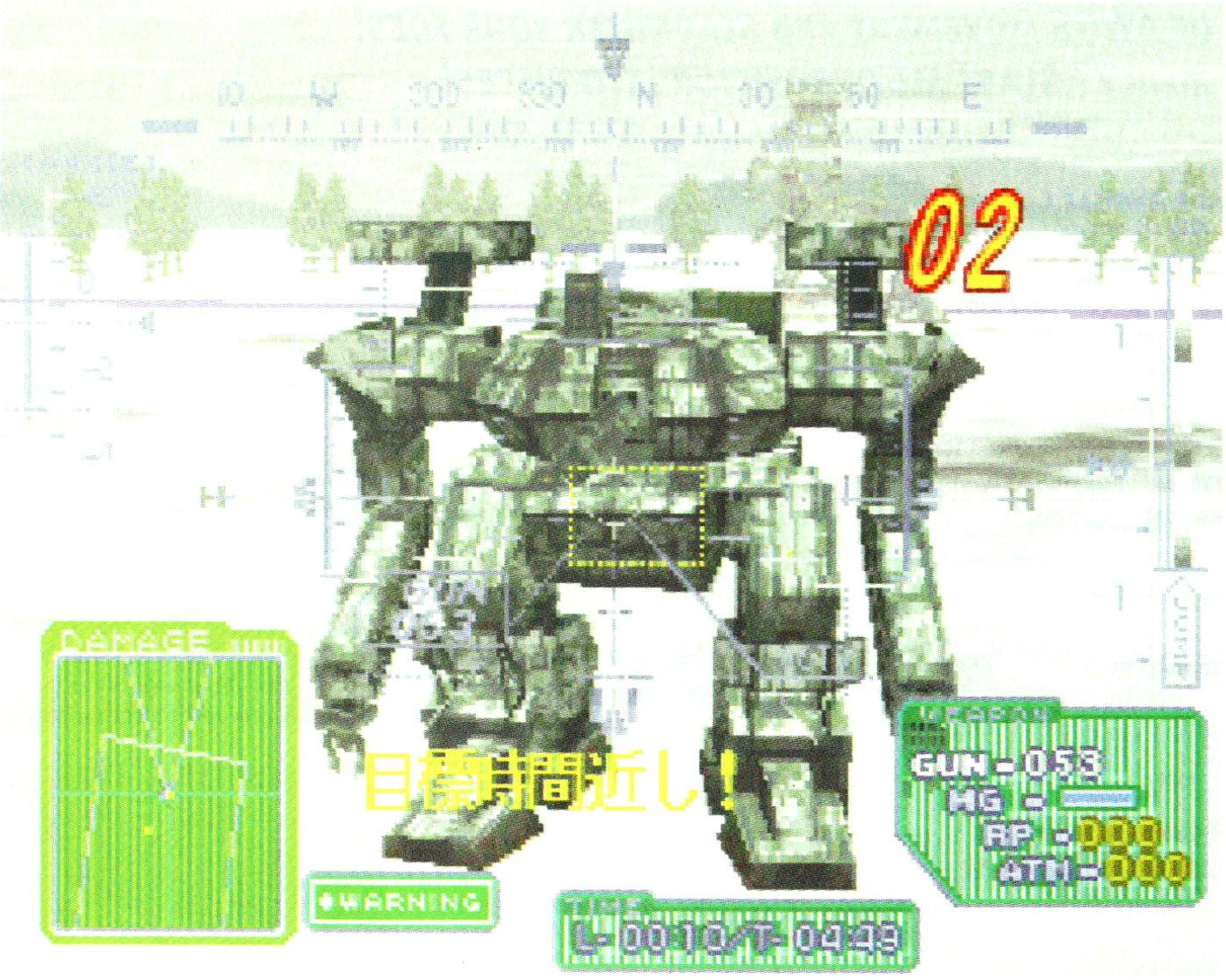


THE MOST ADVANCED MILITARY ARSENAL IN THE WORLD IS YOURS TO COMMAND!

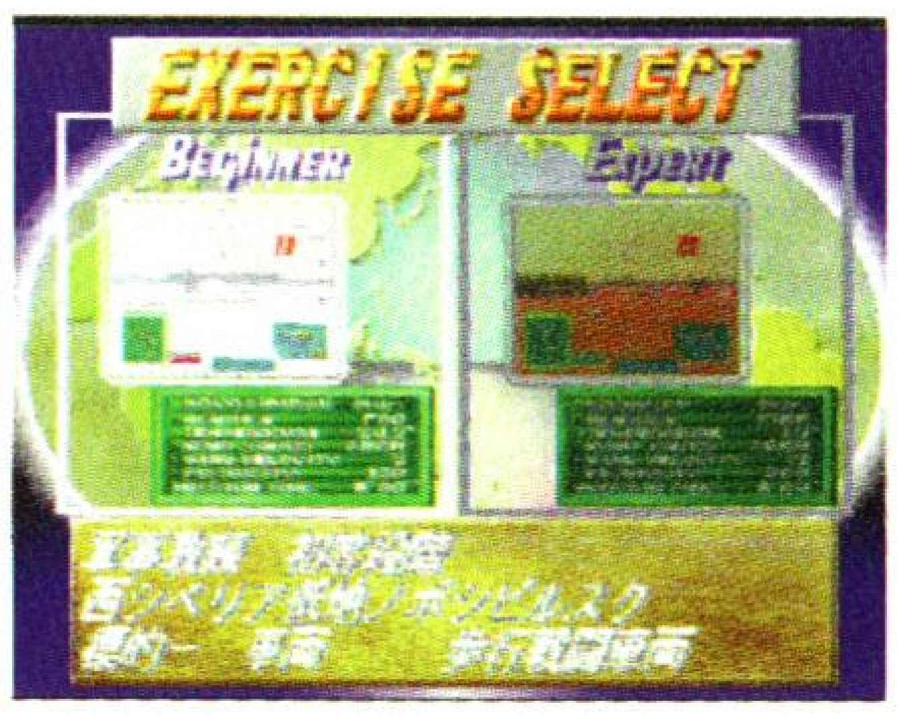


GUN 076
DAMAGE
WEAPON
GUN-076
MG
RP-080
ATM-005
WARNING
L-07:19/T-00:40

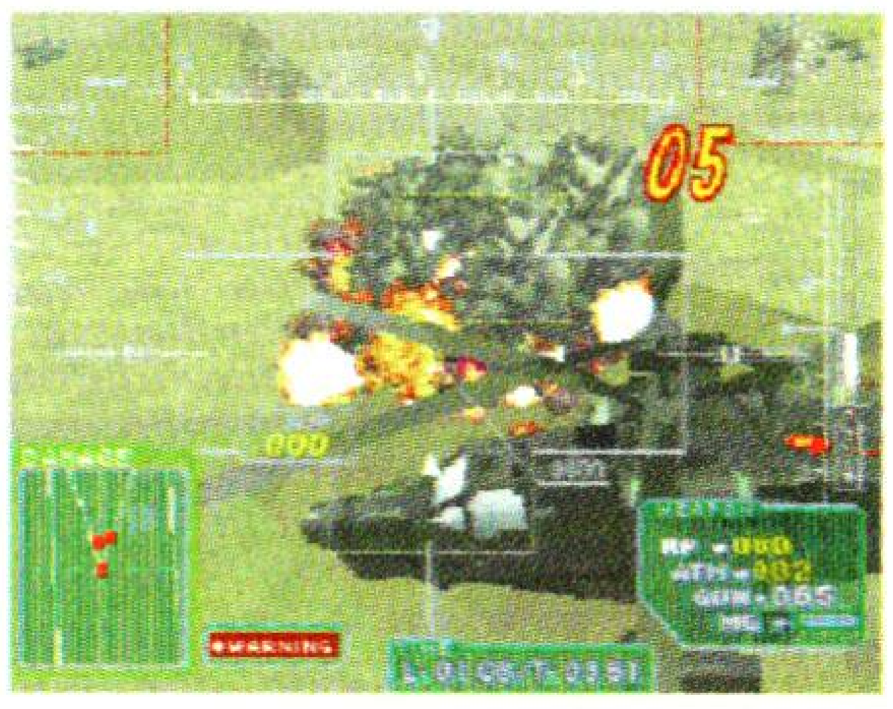
GUN 023
DAMAGE
WEAPON
GUN-023
MG
RP-010
ATM-001
WARNING
TIME
L-09:40/T-01:19


02
目標時間近し！
DAMAGE
WARNING
GUN - 058
MG -
RP - 000
ATM - 000
L-0010/T-0449

04
GUN 057
DAMAGE
目標時間近し！
WARNING
GUN - 057
MG -
RP - 000
ATM - 000
L-0029/T-0430


EXERCISE SELECT
Beginner
Expert

19
WARNING
L-0438/T-0021



Before battle commences, hone your skills and fully master AWGS control!

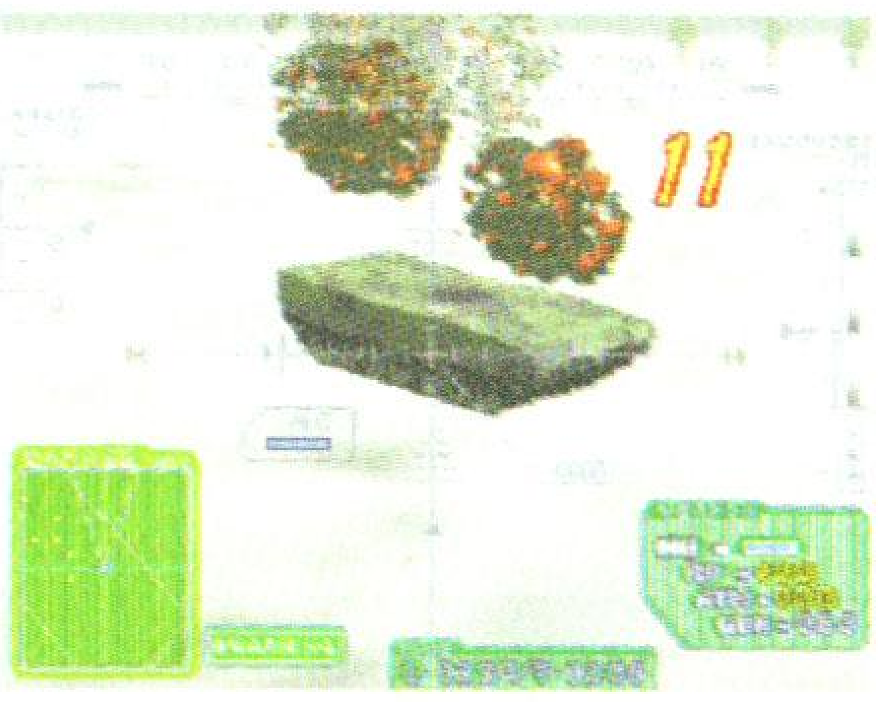
TRAINING REGIME

Before you enter the main game, Gun Griffon demands that you complete two training exercises. These are exceptionally easy to finish, and are best suited to beginners who need to get to grips with the complicated control system.

Jumping high, your AWGS Mobile Suit uses the rocket pod to take out ground targets as an enemy chopper flies by (above). The expert mission is the first to give you airborne targets to destroy - an art that needs to be mastered extremely quickly if you're to do well.

1. BEGINNER TRAINING

An incredibly simple task awaits you here - dotted around the snowy landscape of Siberia are numerous non-moving tanks and transports. These are very simple indeed to target and destroy, with just one shell from the gun required to destroy all opposition. At the end of the exercise you encounter your first enemy AWGS machine, which again is non-moving. Expect only a small amount of resistance from this and the tanks.

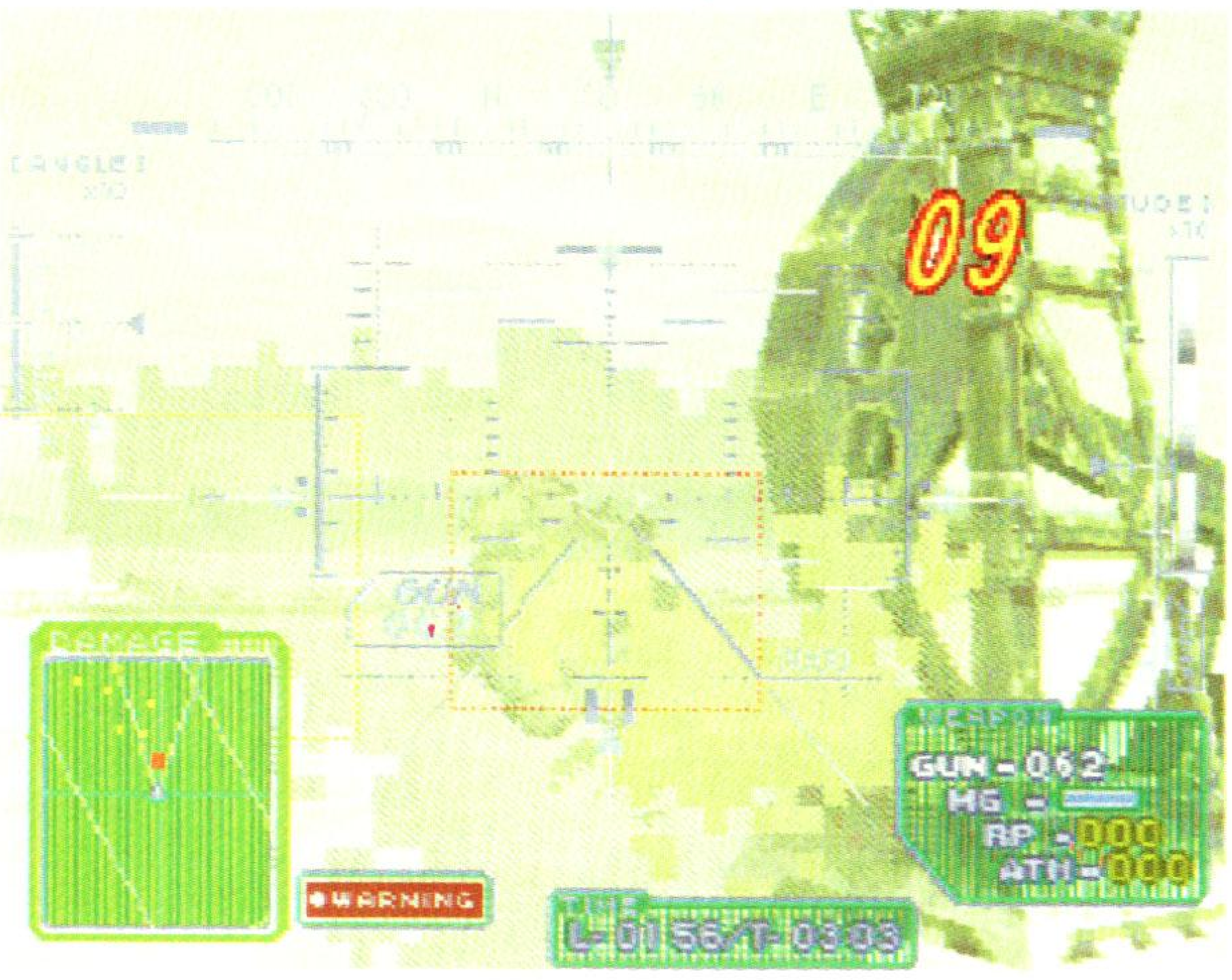


2. EXPERT TRAINING

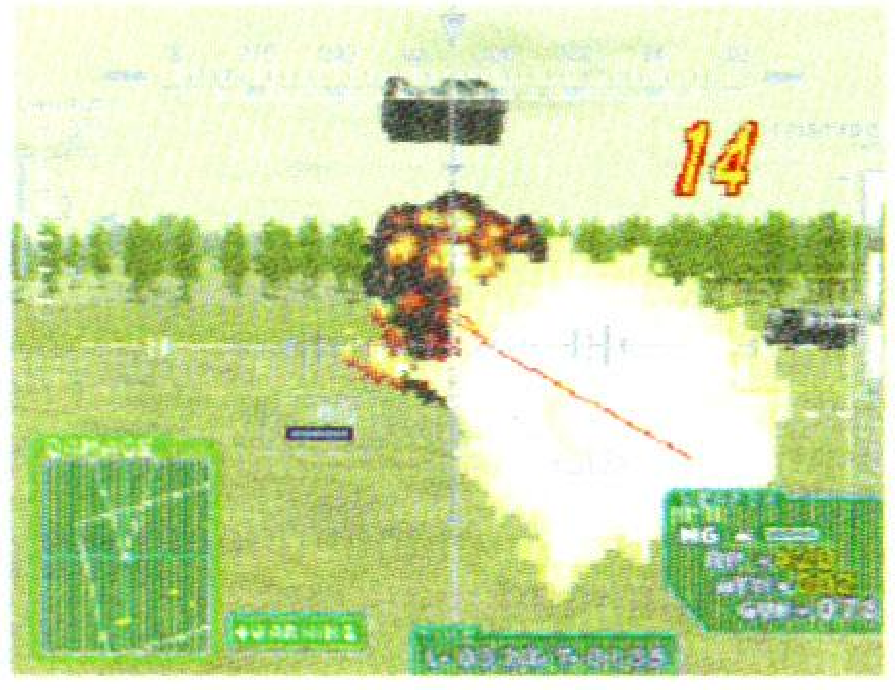
Once the beginner phase of your indoctrination is complete, you move onto the prairie expert course. Again, this is very simple indeed compared to the actual missions in the game and is remarkably similar to the beginner training. However, this time, the targets move about at will and actively attempt to destroy you. As with the beginner, this training exercise ends with you up against an AWGS robot. it's mobile this time, though and its firing rate has been boosted considerably. Also of note are the radar-dampening forests, which can effectively cloak an enemy's presence. If you really think this prepares you for the actual missions, you're in for a shock...

06
DAMAGE
WARNING
GUN - 065
MG -
RP - 020
ATM - 002
L-0210/T-0249

Prepare yourself for the ultimate confrontation! Training missions take place on ice and prairie stages!

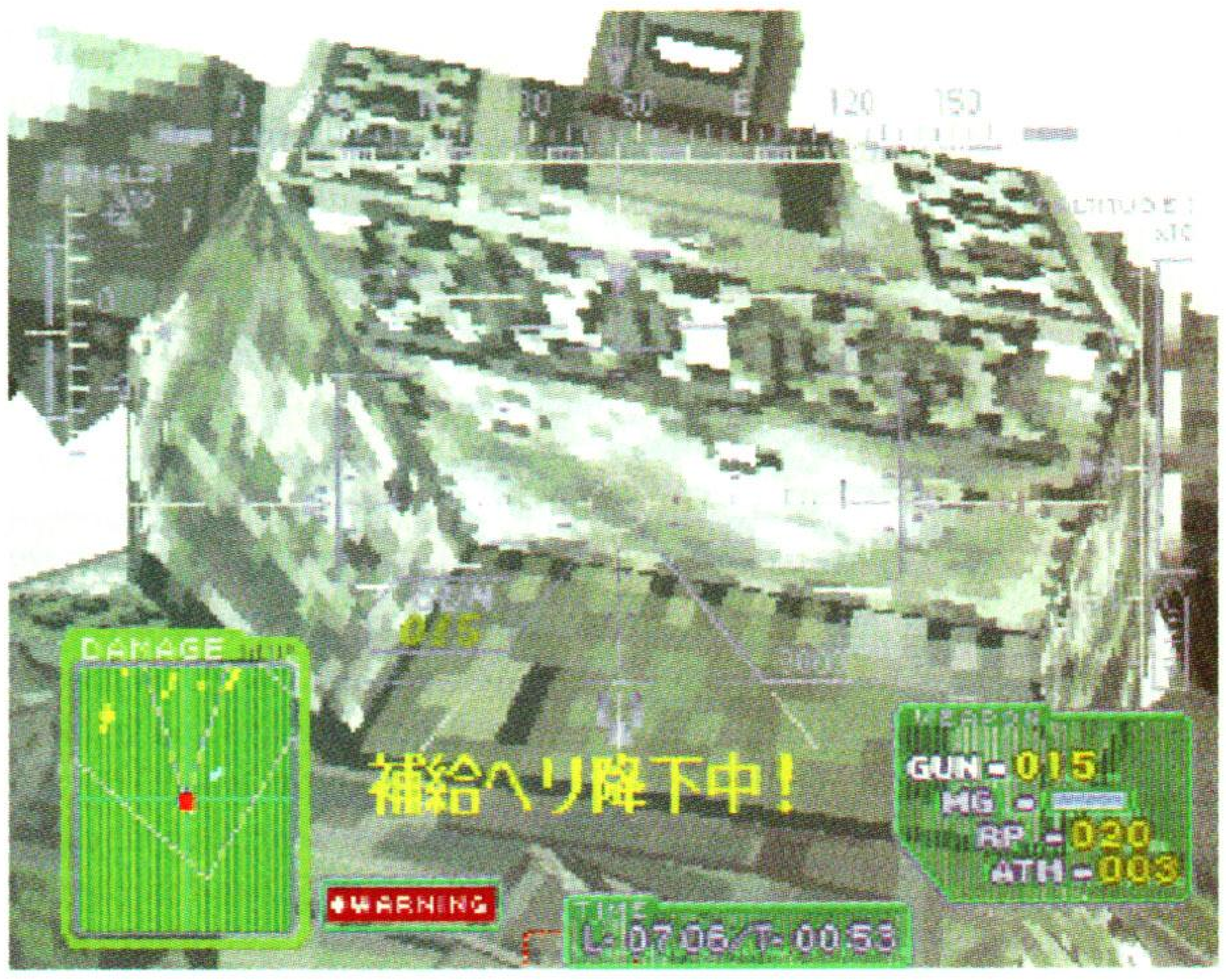

09
DAMAGE
WARNING
GUN - 062
MG -
RP - 000
ATM - 000
L-0156/T-0303

14
DAMAGE
WARNING
GUN - 065
MG -
RP - 000
ATM - 000
L-0321/T-0138



The training courses are great for determining which weapons should be used on which targets. Obviously, jeeps and small transports pose little problem for the AWGS, so here the player is using the weak machine guns to take out those small fry. The faster targets are more difficult to target, which means that close range combat is clearly the order of the day (left).

FOUR DIFFERENT WEAPONS ARE MOUNTED AS STANDARD! IN THE RIGHT HANDS, YOUR MOBILE SUIT IS UNSTOPPABLE!



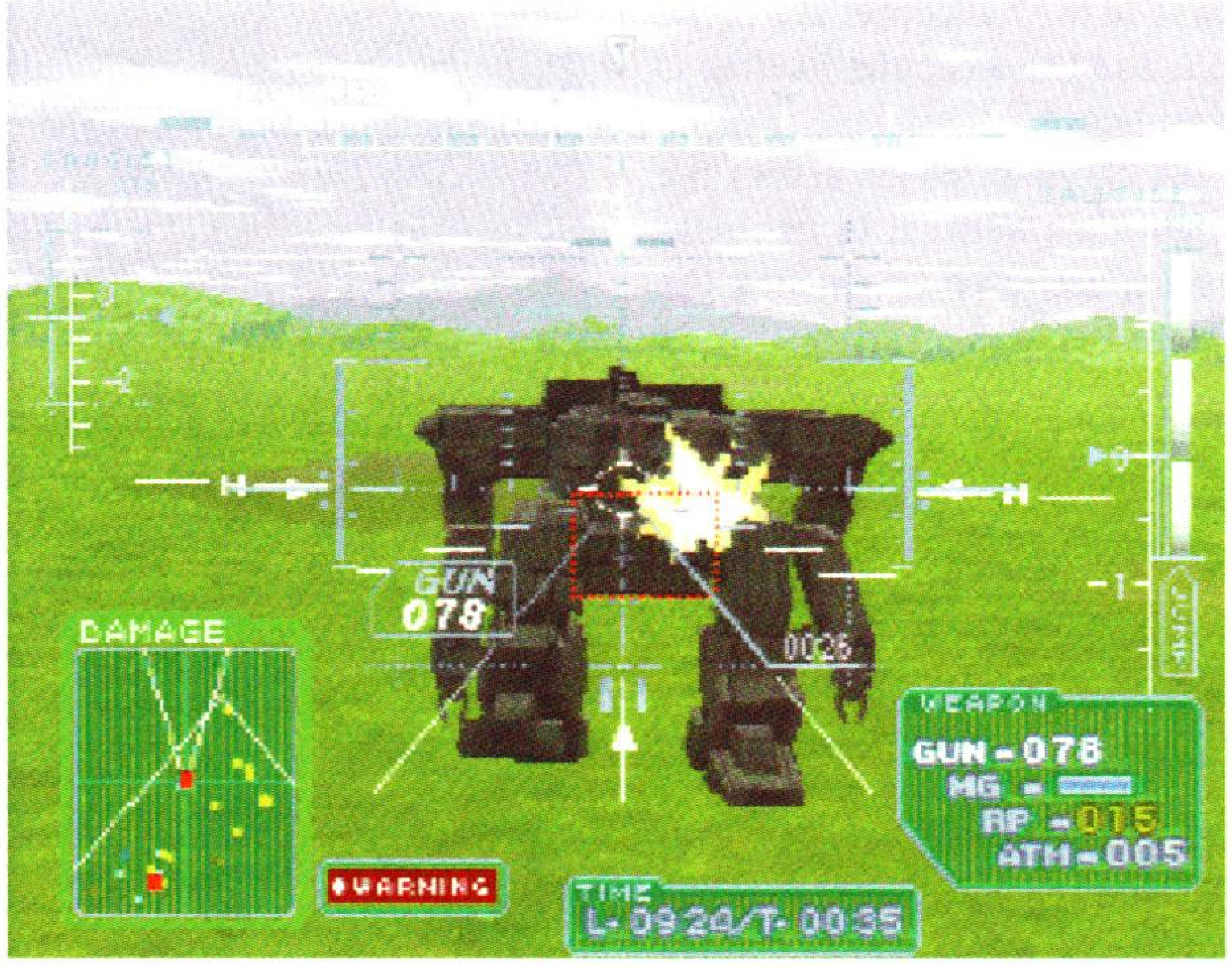
THE HIGH-MAC AWGS

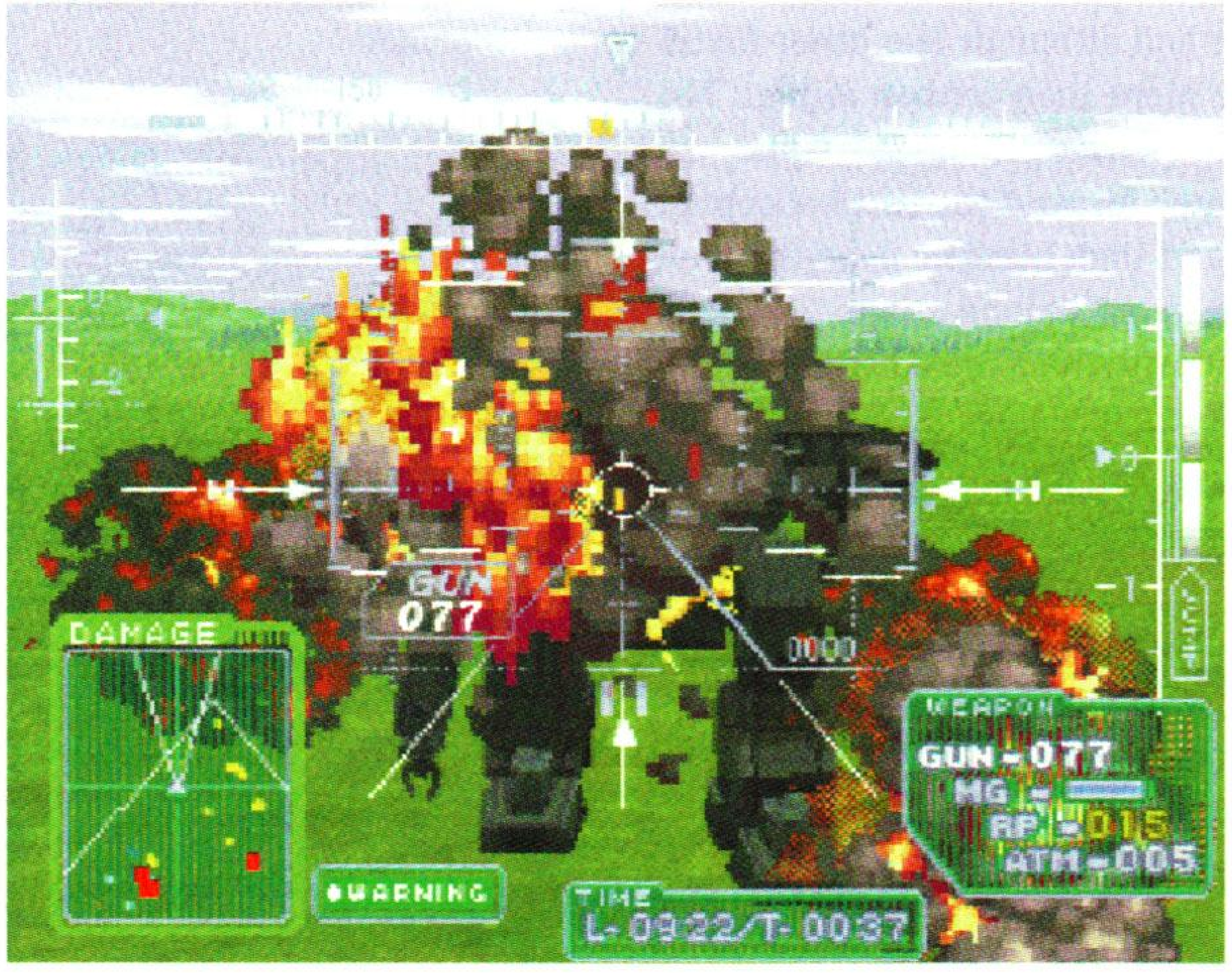
In control of the most sophisticated military system in the world, the APC's high-MAC Armoured Walking Gun System has consistently proved itself in the most dangerous battlegrounds, resulting in a massive investment from the AFTA into developing a more powerful system. So far, they haven't succeeded, and instead rely on overpowering the APC AWGS through sheer numbers.

The robot you control is an advanced prototype with the necessary sensory technology to perceive these AFTA ambushes. Additionally, a jump booster system has been incorporated so if the robot does encounter trouble, it can literally leap out of the way.

However, the most dramatic advances in destructive technology have been made in the weaponry systems. Four systems have been loaded on-board the AWGS, making it capable of huge amounts of damage.

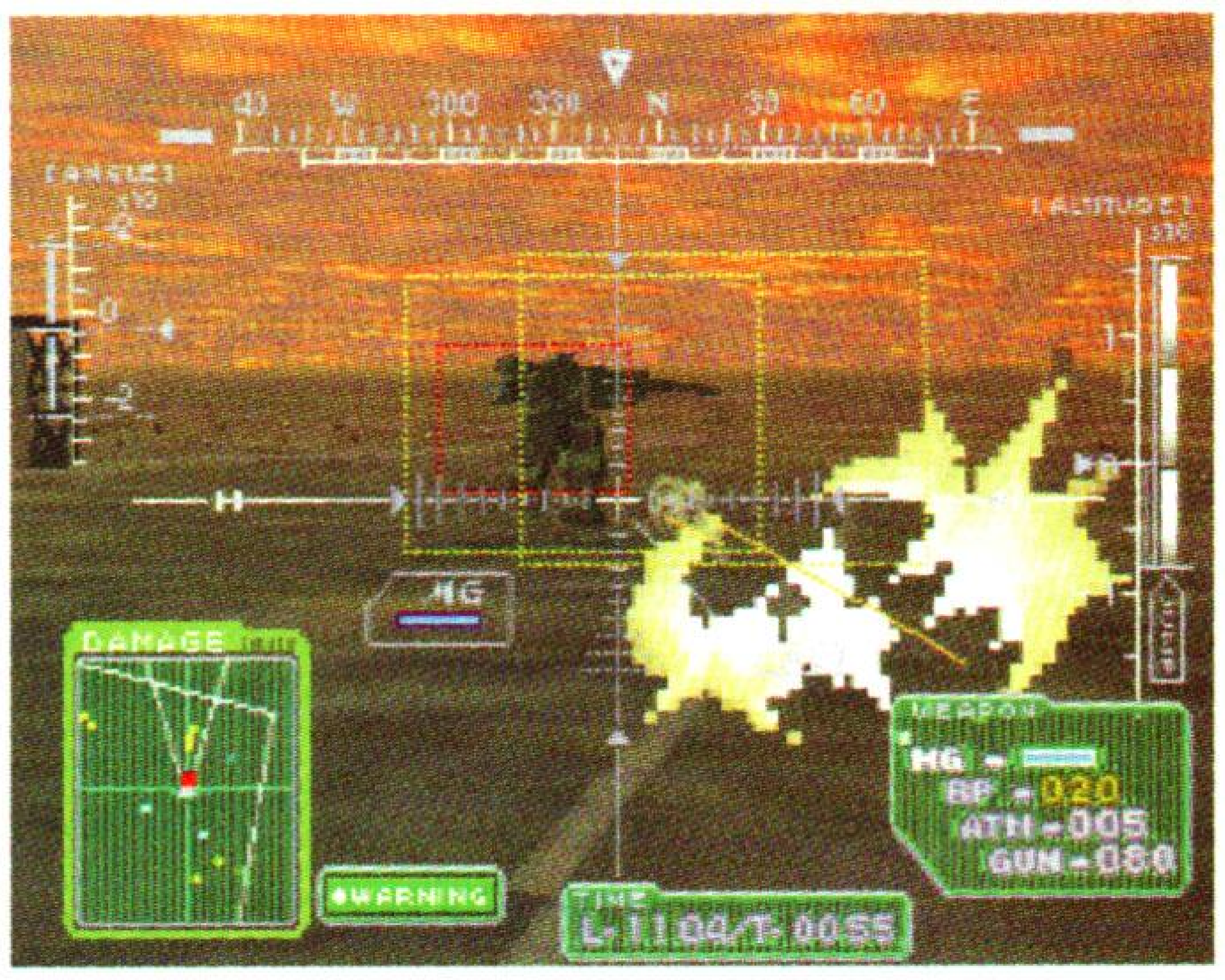
Below you can see the gun in action against an enemy mobile suit. The lock-on system used by this weapon makes it an excellent long-range tool to use on slow moving targets. Move in closer and choose your weapon wisely to take out those faster (and thus weaker) targets.





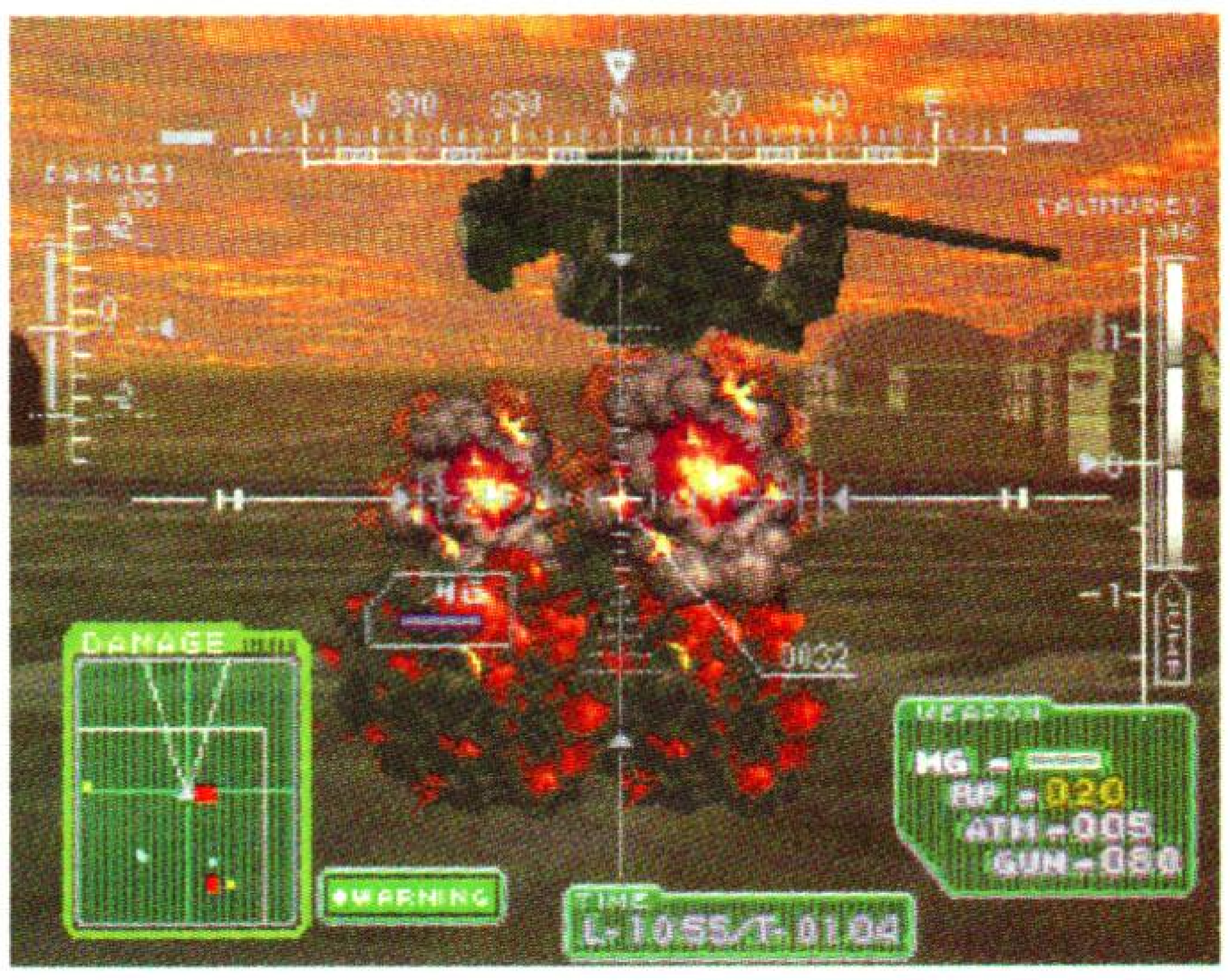
1. THE GUN

A massive arm-mounted cannon, firing off one hugely powerful armour-piercing 350mm shell. Packed with explosives which go off as soon as the integrity of the casing is compromised, one shell is enough to see off the average tank. Ideally it is suited to close-quarters combat - if an opponent really gets close and is letting you have it, you need real power to see them off as quickly as possible. It's equally powerful at range too, and a useful lock-on system tells you exactly when you have a good shot. The infrared targeting system on the gun cuts through darkness and mist, meaning that it's very difficult to miss with this baby.



2. THE MACHINE GUN

The only weapon in the AWGS arsenal that is fitted with self-regenerated ammunition. Therefore, it's also quite fitting in that this weapon is by far the weakest of the weapons in your arsenal. Whilst the ammo supply is inexhaustible, the weapon's effectiveness is limited by the heat generated by firing it. Be careful to regulate the frequency with which you use the gun. The more you fire, the hotter it gets until eventually it overheats. The machine gun is best used to take out airborne choppers and fighter 'planes - these easily fall before the weak power of the machine gun and its rapid firing means you rarely miss. It's also useful to use when jumping - as you float in the air, you can point down and easily rain lead death down on your opponents.



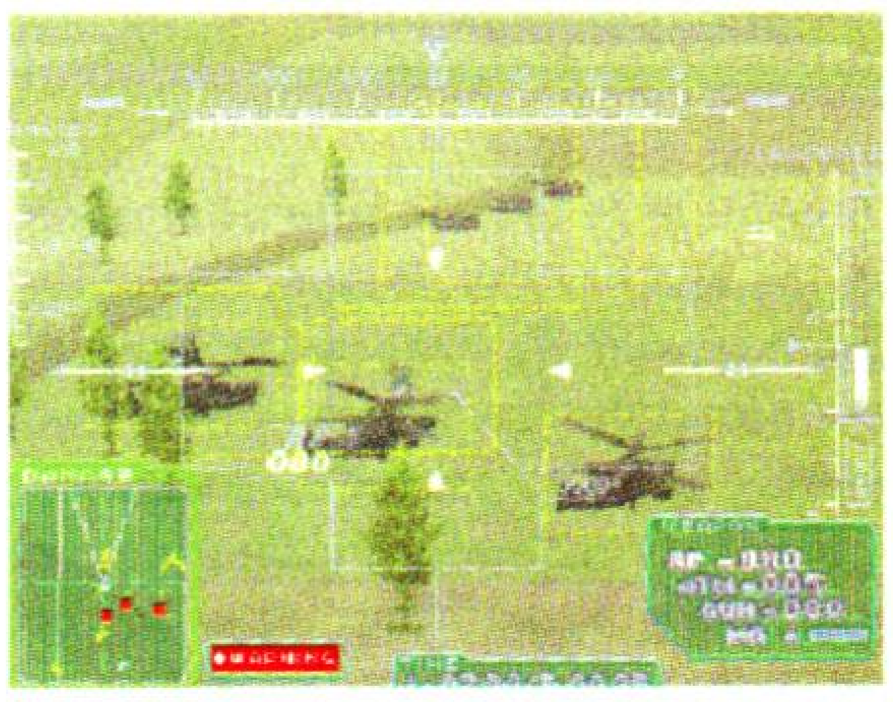
More machine gun action (above) as a small military transport is easily destroyed in record time.

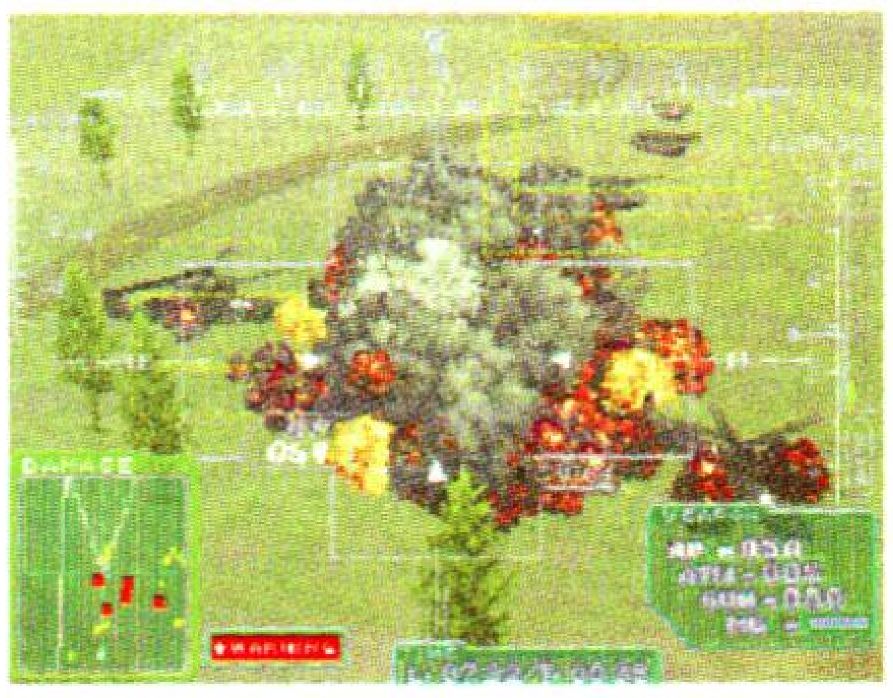
The sequence of two pictures below shows the player using the jump facility to get a good view of the ground, before destroying those helicopters with the all-powerful rocket pod. Unfortunately, ammo is in short supply...

3. AUTO-TARGETING MISSILES

The unsung hero of the AWGS arsenal is the under-used ATM system. As the name implies, the ATM automatically locks on to an enemy opponent just by pointing the on-screen cursor at the target. Once the cross-hairs are flashing, the missile is locked and can be dispatched to destroy its intended target. The ultimate in fire and forget technology, these missiles have great range and are best used from a long distance. Usually just one ATM is capable of taking most a target, although its auto lock-on system is disadvantaged at close-quarters combat, where a fast moving opponent can be difficult to get a good lock.

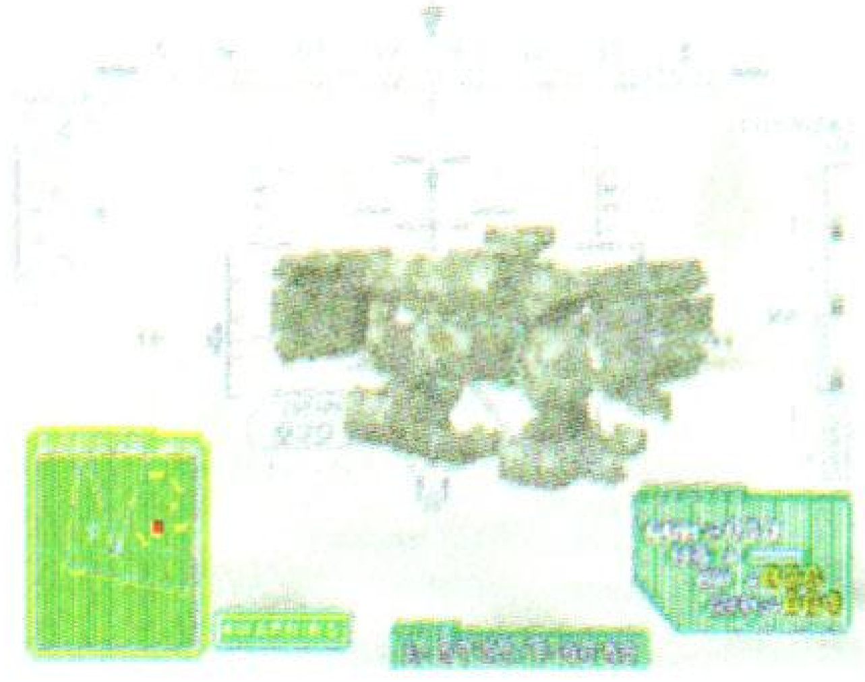
TAKE OUT TARGETS ON THE GROUND AND IN THE SKY! SCOPE OUT ENEMY HARDWARE AND DESTROY ALL OPPOSITION!

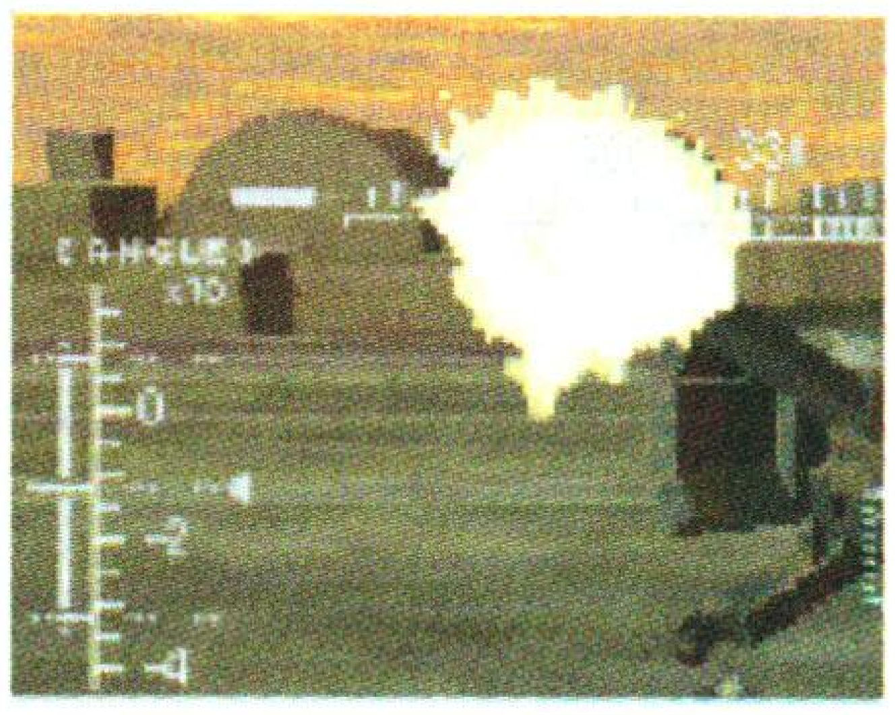




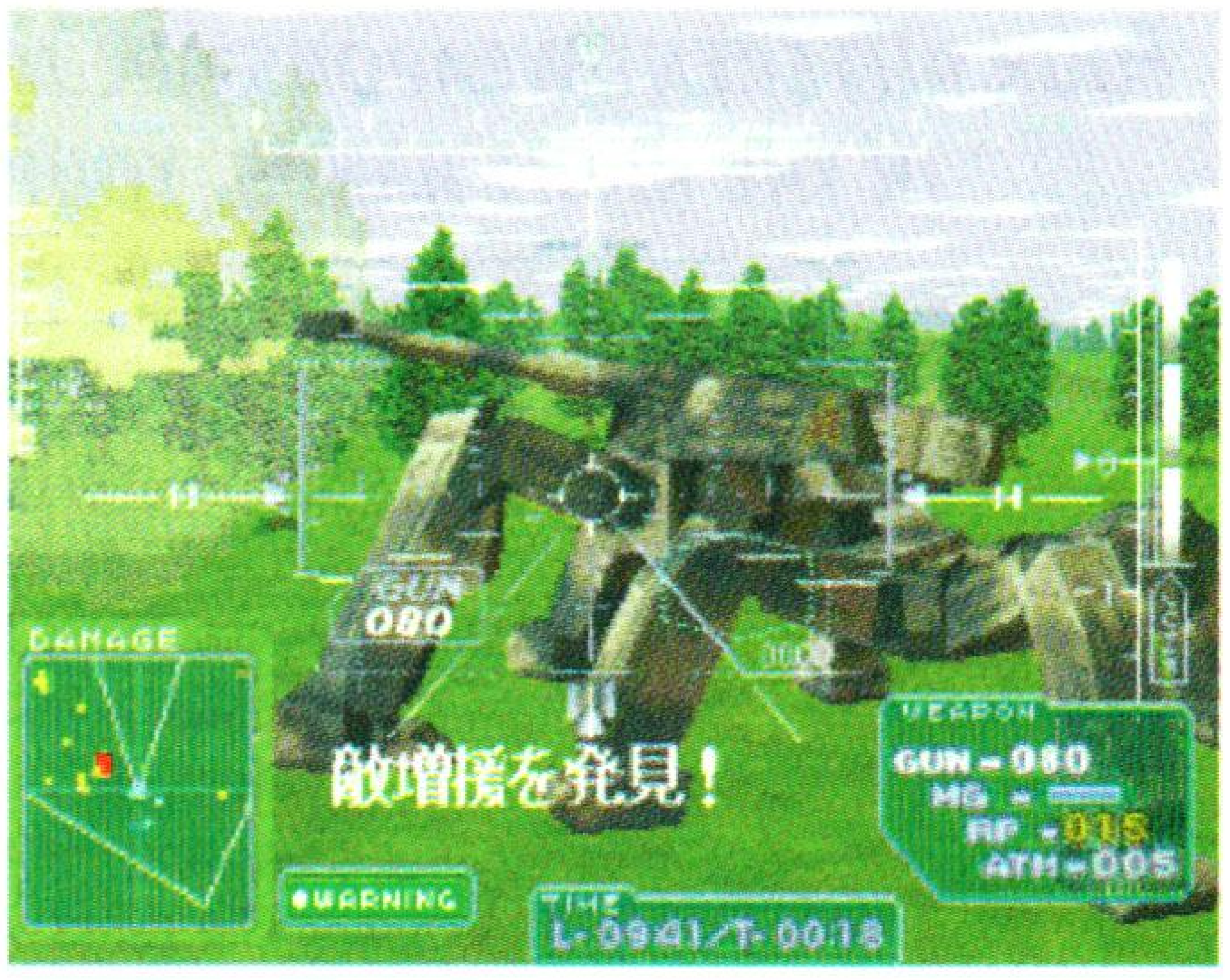
4. ROCKET POD

The pride of the APC weapons labs is the newly developed rocket pod technology, which makes its debut on your prototype AWGS robot. APC scientists have managed to develop a rapid-firing rocket which uses advanced technology to create a widespread explosion, which manages to destroy all targets in the area. The best trick here is to use the rocket pod from a good height. Jump up into the air and rain down explosive death on all your targets. A minor problem on this prototype technology is the sheer rapidity of the weapon - one button press can spray out over 25 rockets, which is more than enough to destroy even the hardest of targets. Secondly, the technology doesn't discriminate between friends and enemies - it destroys anything in its blast radius. Therefore, care is required when using this weapon.





You aren't alone in your struggle: Allied Forces stand ready to assist!



ALLIED FORCES

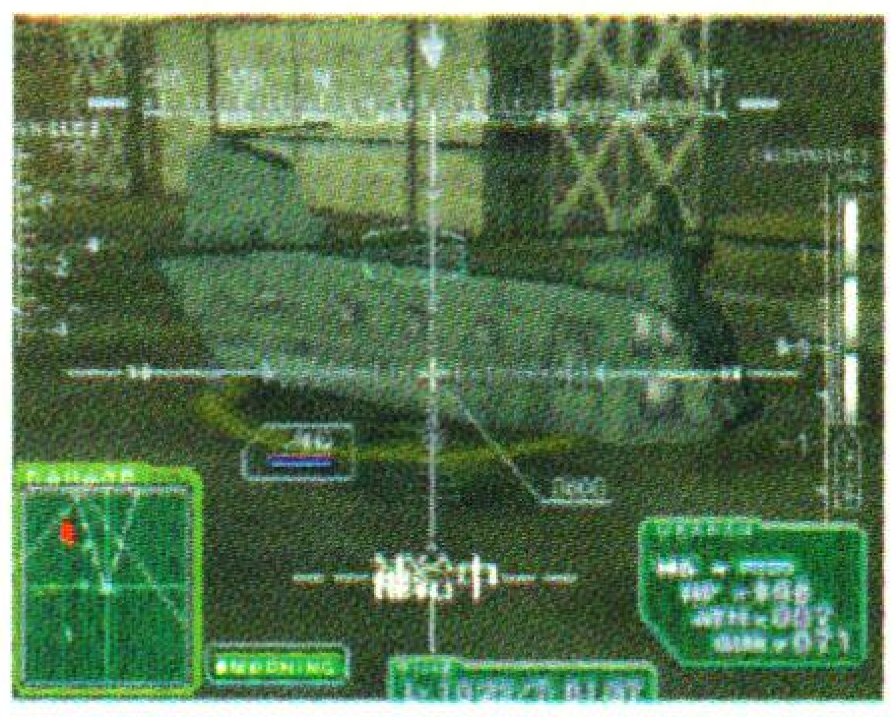
Although you are control of the most powerful walking gun system on the face of the earth, you aren't going to get that far without the aid of your support systems. For most missions, you are supported by two other AWGSs of lesser design, along with sundry tanks (dependent on the mission). These systems are basically cannon fodder, designed to take the brunt of the enemy attack whilst you do the dirty work. Armed only with machine guns (like the enemy systems), they pose little problem for the opposition... unless you back them up, that is.

By far the most useful part of your strike team is the helicopter back-up. This mobile base of operations follows your progress through each assignment and it's frequently your job to clear an area for the helicopter to land in before you can get on with the mission in hand. Destruction of your chopper is not an option - without the extra ammunition it provides, you're sunk, so it's important to clear the area *before* the 'copter comes in to land.

Once the area is secure and your back-up is established, moving in close to the helicopter starts the refuelling and rearming process. It takes time to fully tool up your AWGS, and the weapons-loading is particularly time-consuming, taking up to 40 seconds to get everything on-board.

It is also important to make good use of ammunition given to you - the chopper moves across the mission map, and you need to rendezvous at the correct point at the right time in order to get more ammo before moving on. These waypoints are located on the mission map, activated by pausing the game.

A dramatic shot of the four-legged cannon in action (above). A good ally and a tough enemy. The helicopter (below) is your lifeline - guard it with your life - it supplies essential ammo.



The GUN GRIFFON mission breakdown begins here! Operation Dandelion Seed is your first mission!

MISSION ONE: DANDELION SEED

The APC forces guarding the area of Kharkov are under attack from a dedicated strike team working for the PEU - the Russian/Ukrainian wing of the organisation is to blame for this outrage, so expect to see the lower echelons of the PEU's military war machine in effect here. Not surprisingly, the Japanese Foreign Legion 501 have been dispatched to investigate the disturbance and restore order.

This mission is a simple annihilate-everything-in-the-area assignment and although two other AWGS have also been dispatched from your legion, the enemy forces are little more than cannon fodder. The majority of the force is transport and tank-based, with some back-up from Panta-class assault suits.

Your objectives are simple: first of all, you need to secure the landing area for your support helicopter. After that, it's a simple case of tooling up with the necessary firepower and then blasting everything on the map. This should present little difficulty, as long as the enemy are taken out at long range.

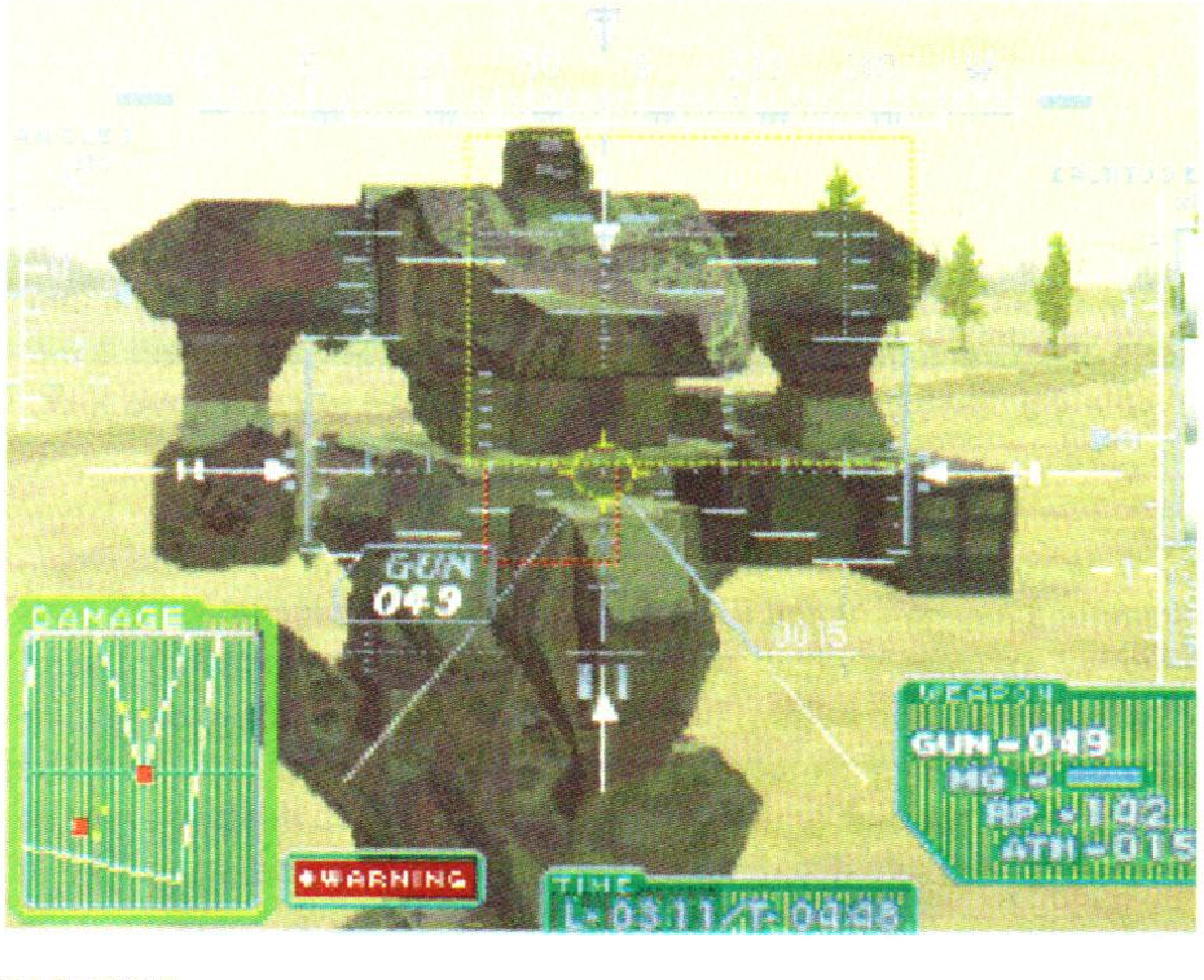
It's not surprising that this is the first mission, as it definitely the easiest, with the more advanced member states of the PEU saving their more advanced weapons for later stages.

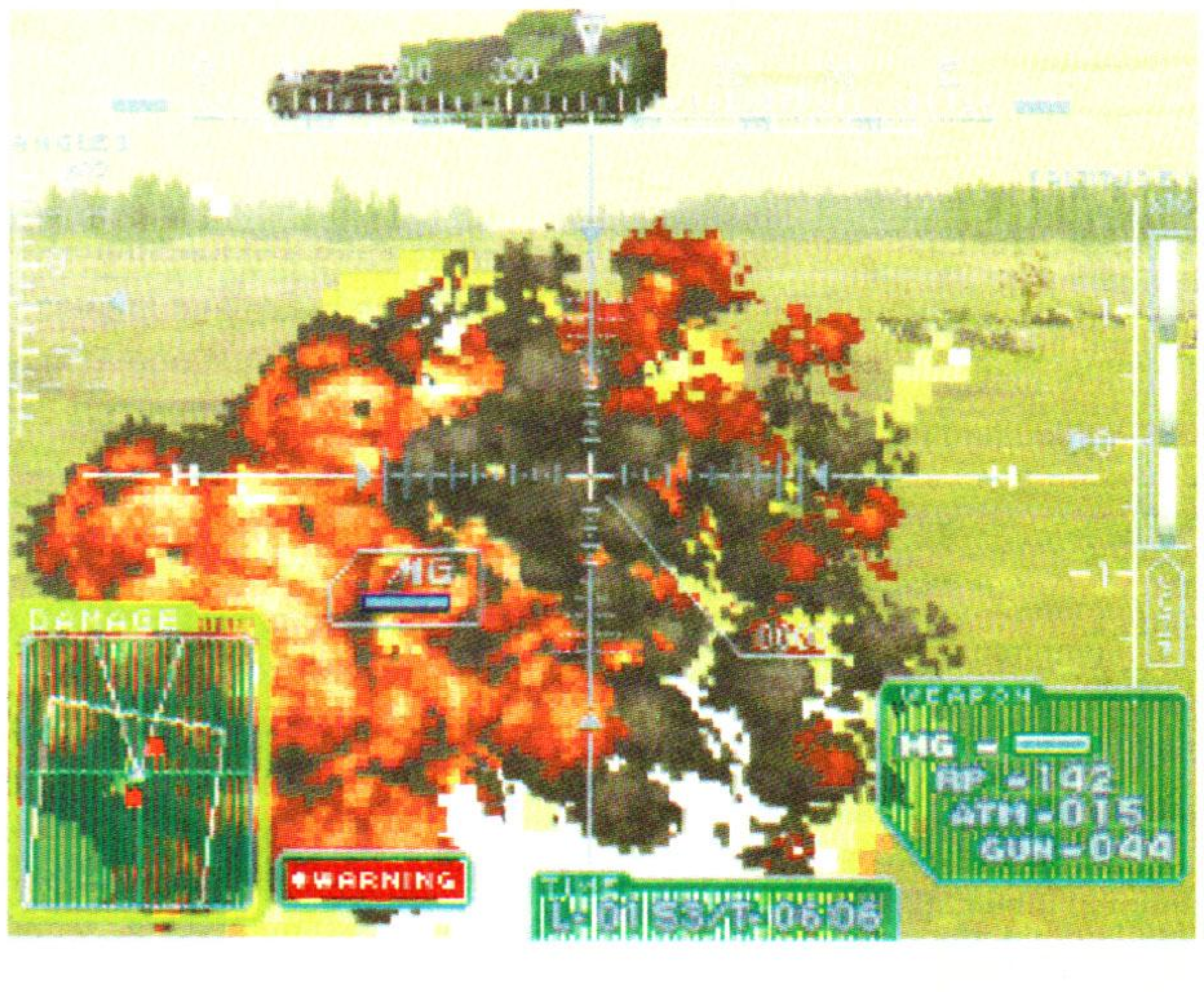
Operation Dandelion Seed is your first port of call and thus, the easiest. Creeping up on enemy AWGS systems is simplicity. As is blasting them into their component systems with the weaponry of your choice!

The APC and PEU strike forces clash in war-torn Kharkov!

MISSION COMPLETE

The PEU forces should pose no problem in the Kharkov war theatre. As battles go, it is small fry compared to some of the campaigns the enemy forces have you for you later on. The enemy intelligence is set on "very low indeed" so various foolhardy acts (such as taking on an AWGS with machine guns) can be attempted and indeed achieved.
The amount of ammo given to you is prodigious indeed - this is the best actual level outside of the training courses to get to grips with the various weaponry. As a bonus, you get plenty of ammo for the rocket pod, which alone makes this mission worth the price of admission. So to speak.





MISSION TWO: DARK SERVANT

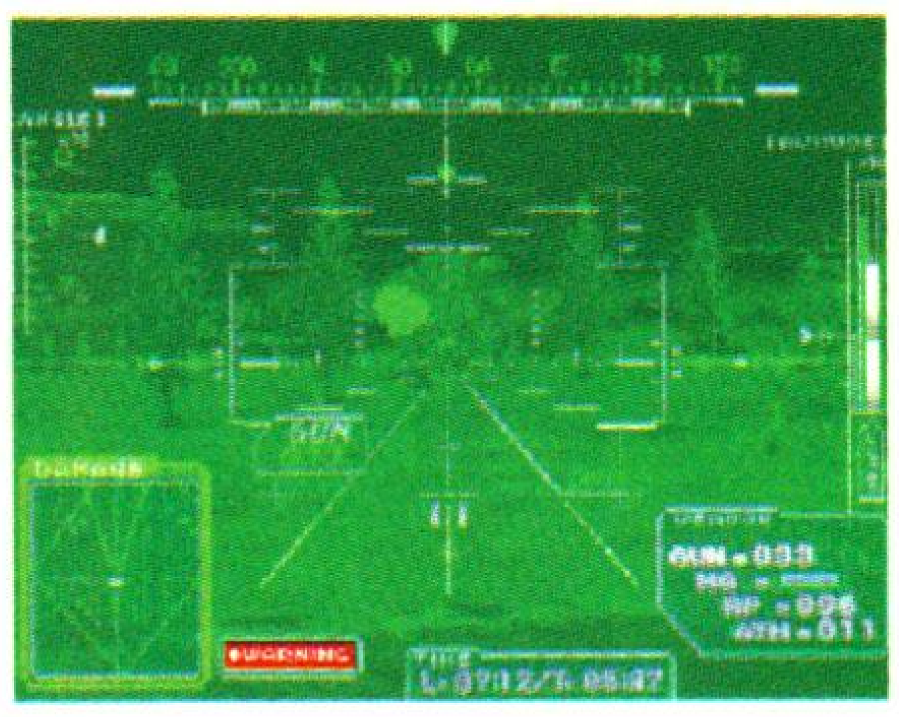
As a retaliation strike on the PEU following the Dandelion Seed debacle, the Japanese Foreign Legion 501 is dispatched to infiltrate the Ukranian capital of Kiev, with the intention of taking out the majority of the ground-based forces, along with the air-defence system. This assignment takes place to set the scene for a major offensive from the APC.

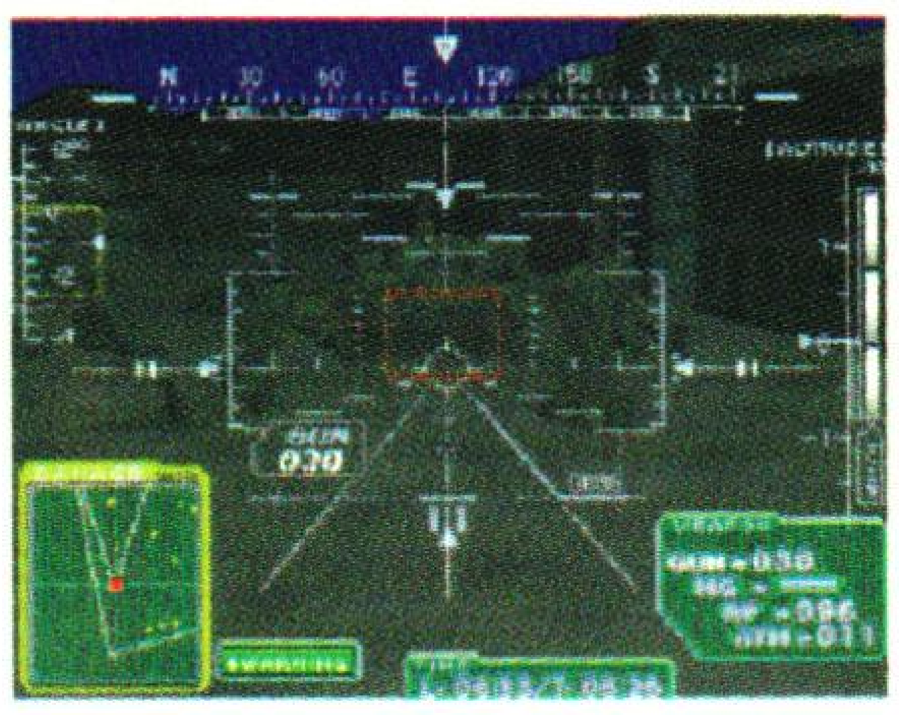
Arriving at midnight in Kiev, the JFL-501 soon encounter the arduous conditions of the war-torn capital. A bombing campaign has reduced a great deal of the city to a burned out shell, and any maps of the claustrophobic city streets are now out-dated.

The darkness severely limits visibility, and mobility is limited to where you can travel in the city streets. This makes chasing after enemy units quite difficult unless you engage the jump-jets, which enables you to leap above the roof-tops.

At this point it might be quite advantageous to use the infrared night vision, which covers the entire screen with a green tint. This brings out any hidden enemy units quite nicely, but its effectiveness isn't so pronounced as it isn't really *that* dark. Indeed, sometimes, artillery fire lights up the area quite nicely.

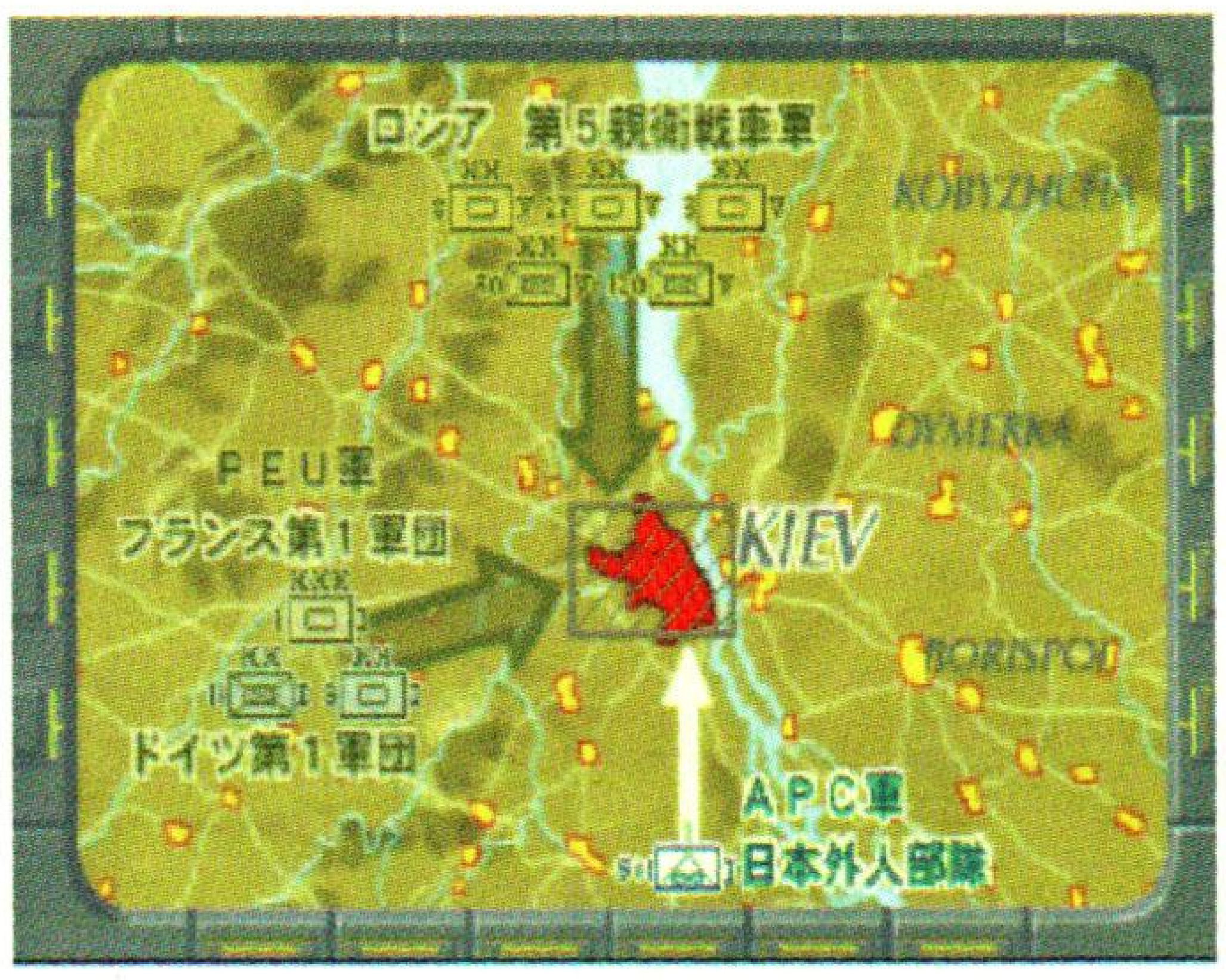
An incredible example of the graphical intricacy found in Gun Griffon, although like the Kharkov mission, even novices should have no problem in dealing with it.

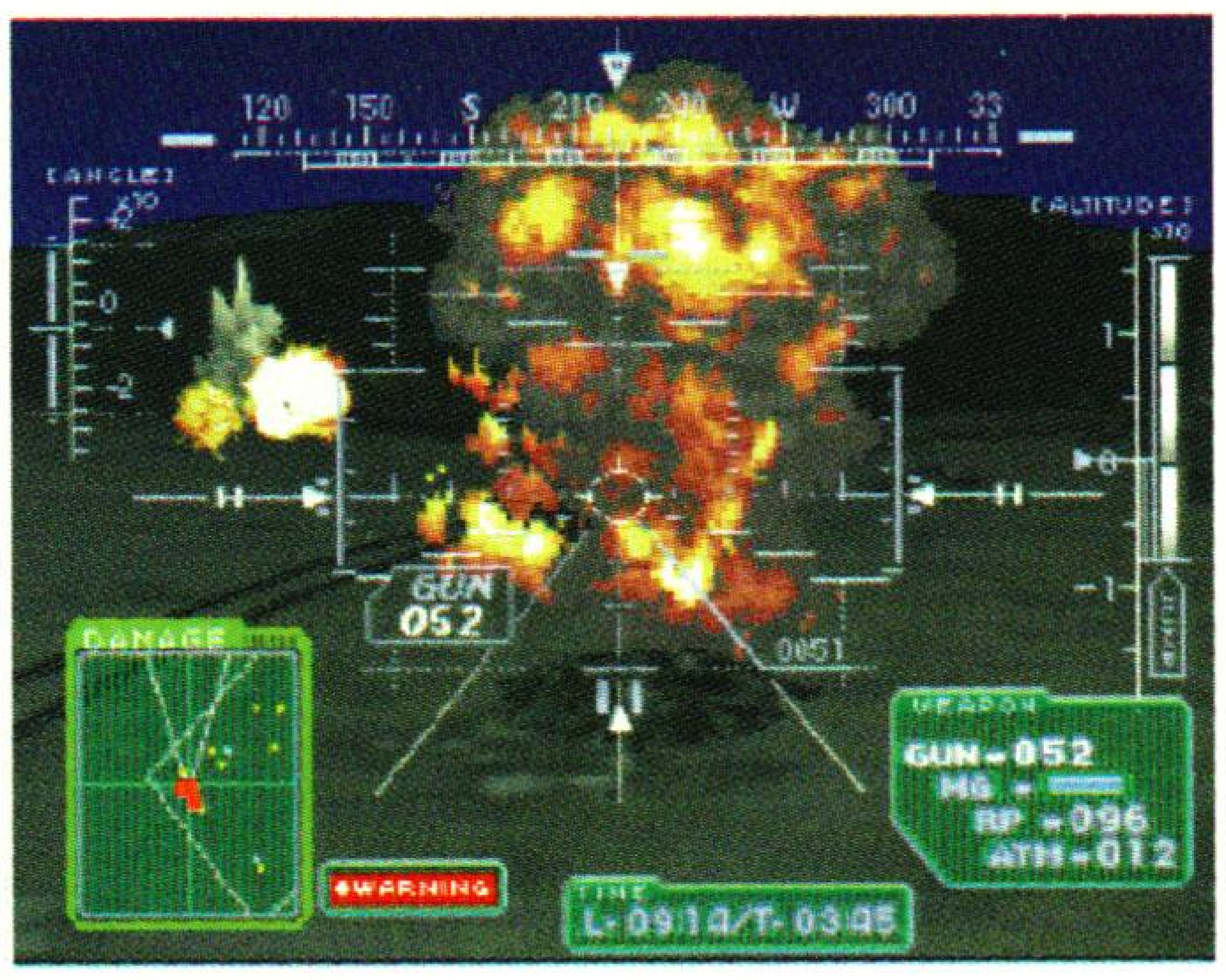


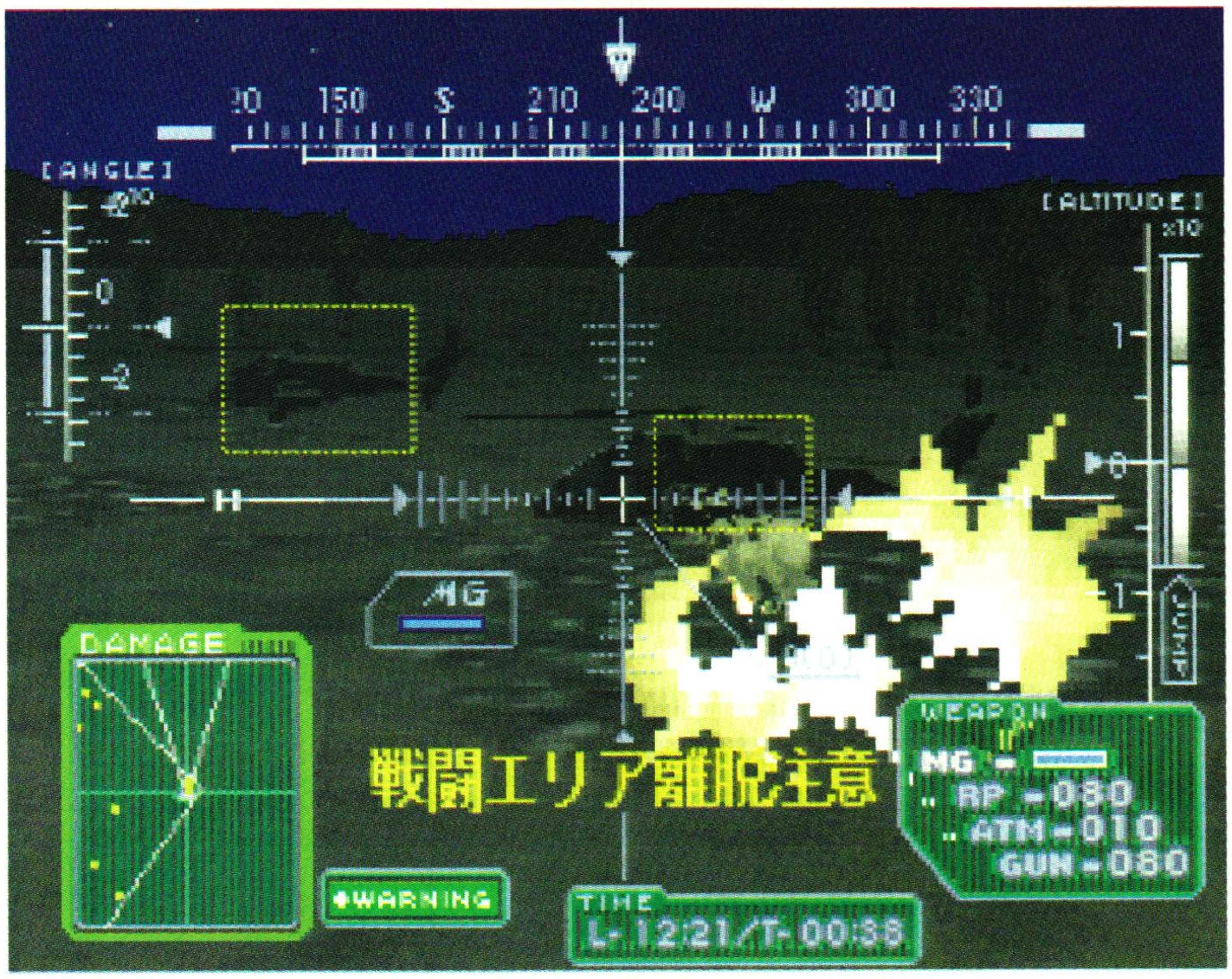


The same area of terrain in Kiev, with the night vision on (top) and in normal sight (above). A strong difference indeed.

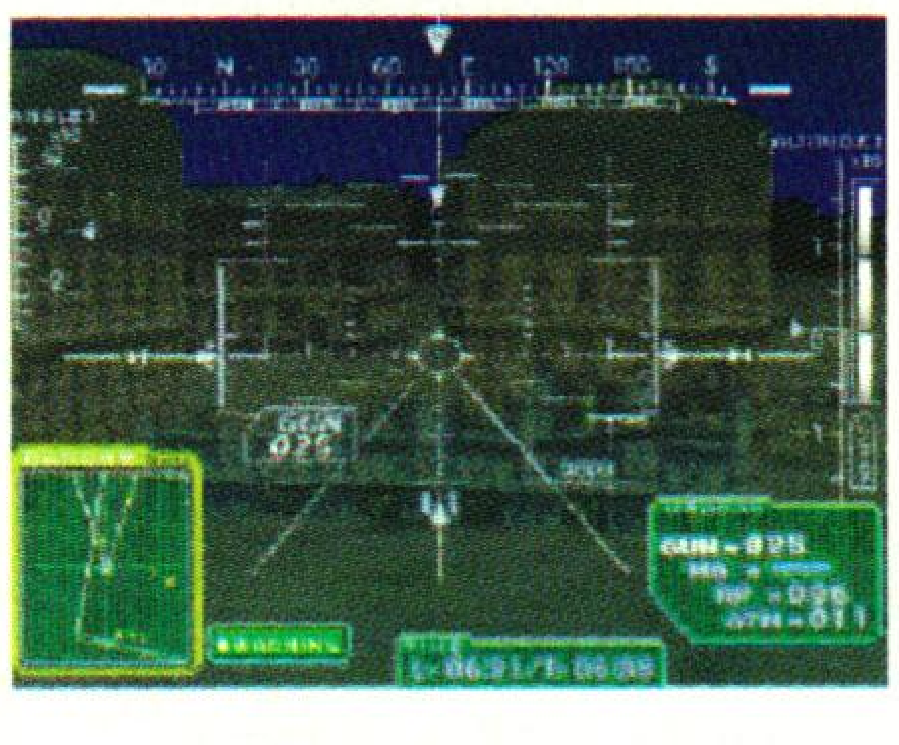
THE FLASHPOINT OF KIEV IS THE SECOND BATTLEGROUND!
ENGAGE INFRA-RED SIGHTS IN THIS NIGHT-TIME MISSION!

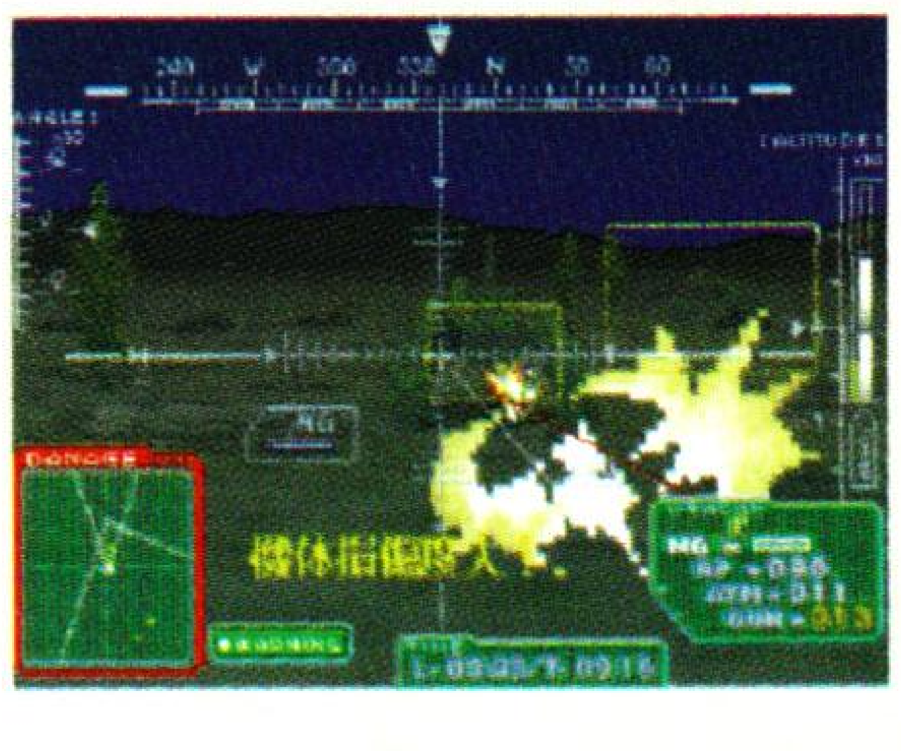






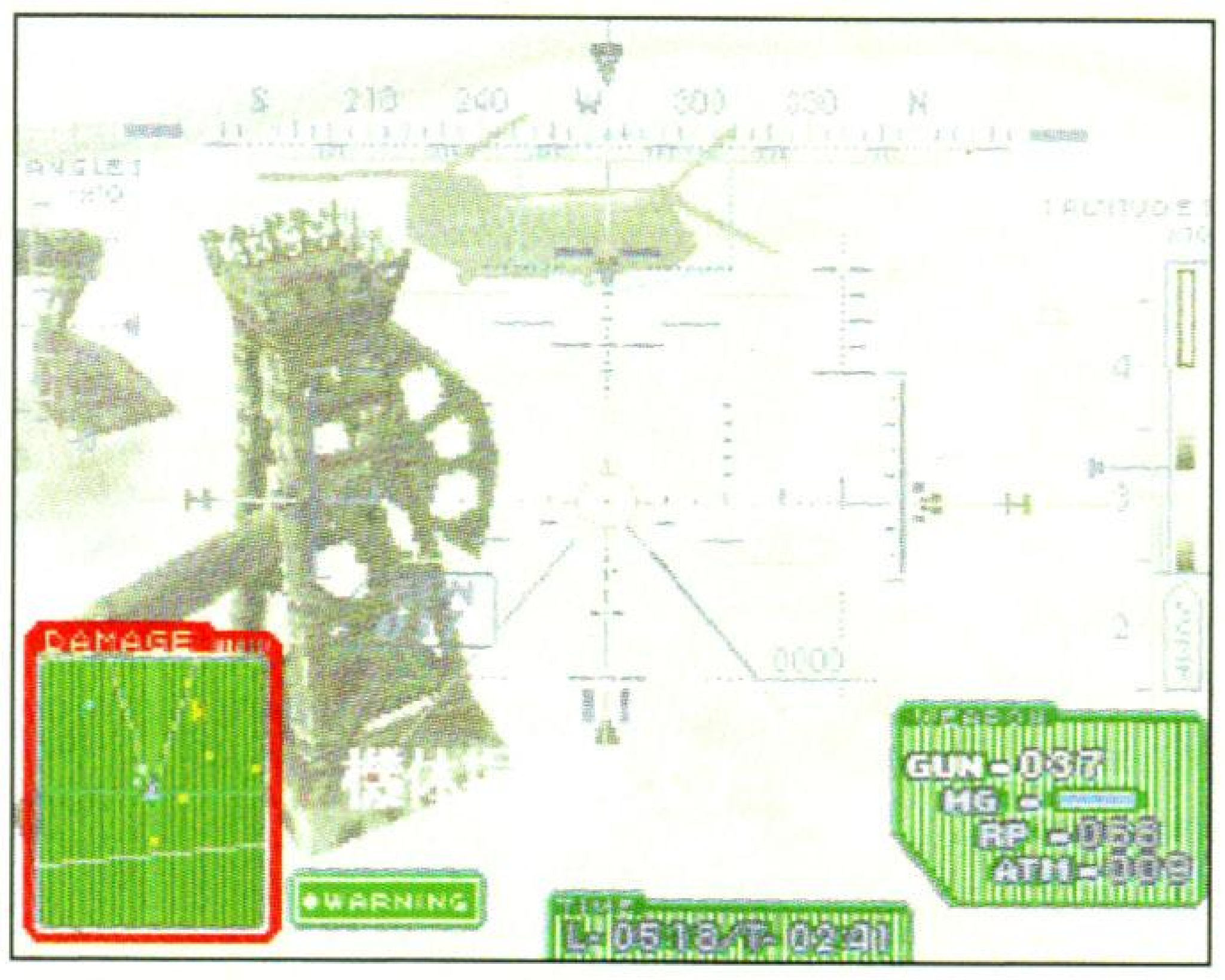
THE OCCUPIED CITY OF KIEV NEEDS TO BE LIBERATED!
TAKE OUT THE ENEMY AIR DEFENCE AND MOP UP THE REST!

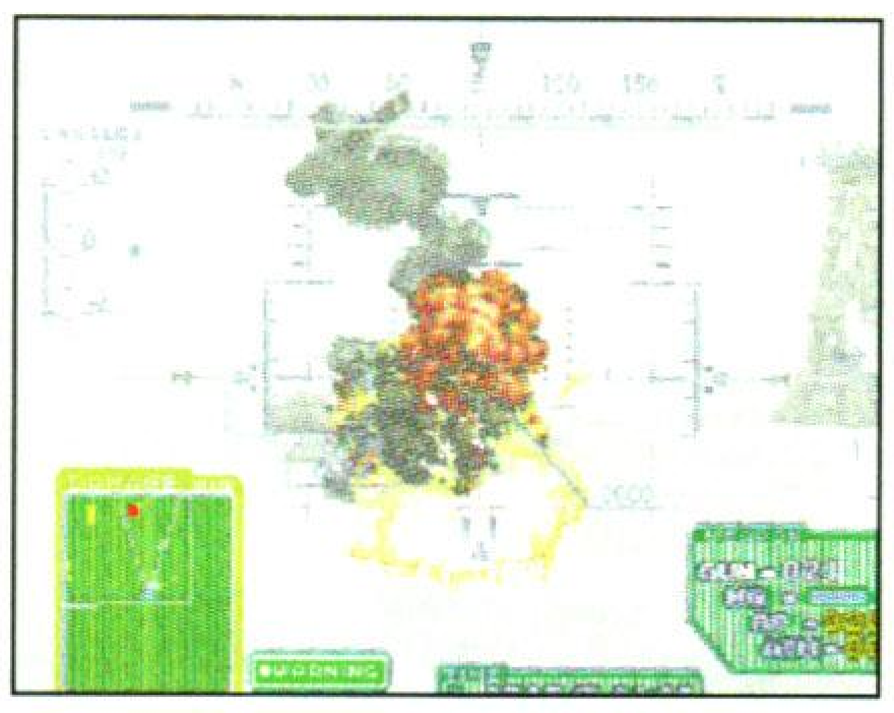


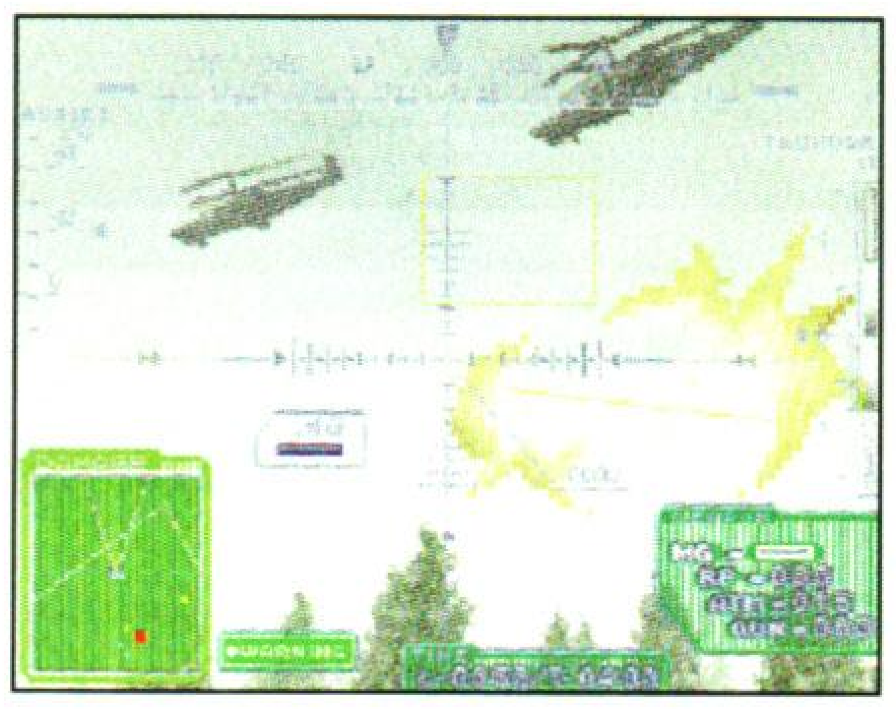


Again, like the initial Kharkov mission, the game gives you plenty of ammunition to get the job done in the second operation. The sight of blown-out vehicles issuing copious quantities of smoke is sure to become a familiar sight with this mission (above). There are plenty of smaller targets which are ideal machine gun fodder (left). In all, a relatively easy and enjoyable assignment.

MISSION THREE: FOX HUNT







The small province of Ulal is seeking independence after being conquered in a skirmish by the PEU, who have proceeded to pillage the land for all its worth. A rebellion has gained momentum and has resulted in all-out warfare breaking out in the area. The battle has reached its crescendo, with the war moving to a key point for the PEU forces in Siberia. The Ulal rebels have initiated a strike at the railway in Siberia, which provides supplies to their PEU enemies. If they could destroy that, the war would be over. Ulal's enemies would have no food and no ammunition.

The Chinese government is sympathetic to their cause and realise that the strategically valuable Ulal lands would make it a good ally. Therefore, the Japanese Foreign Legion 501 have been sent in to help out the rebels.

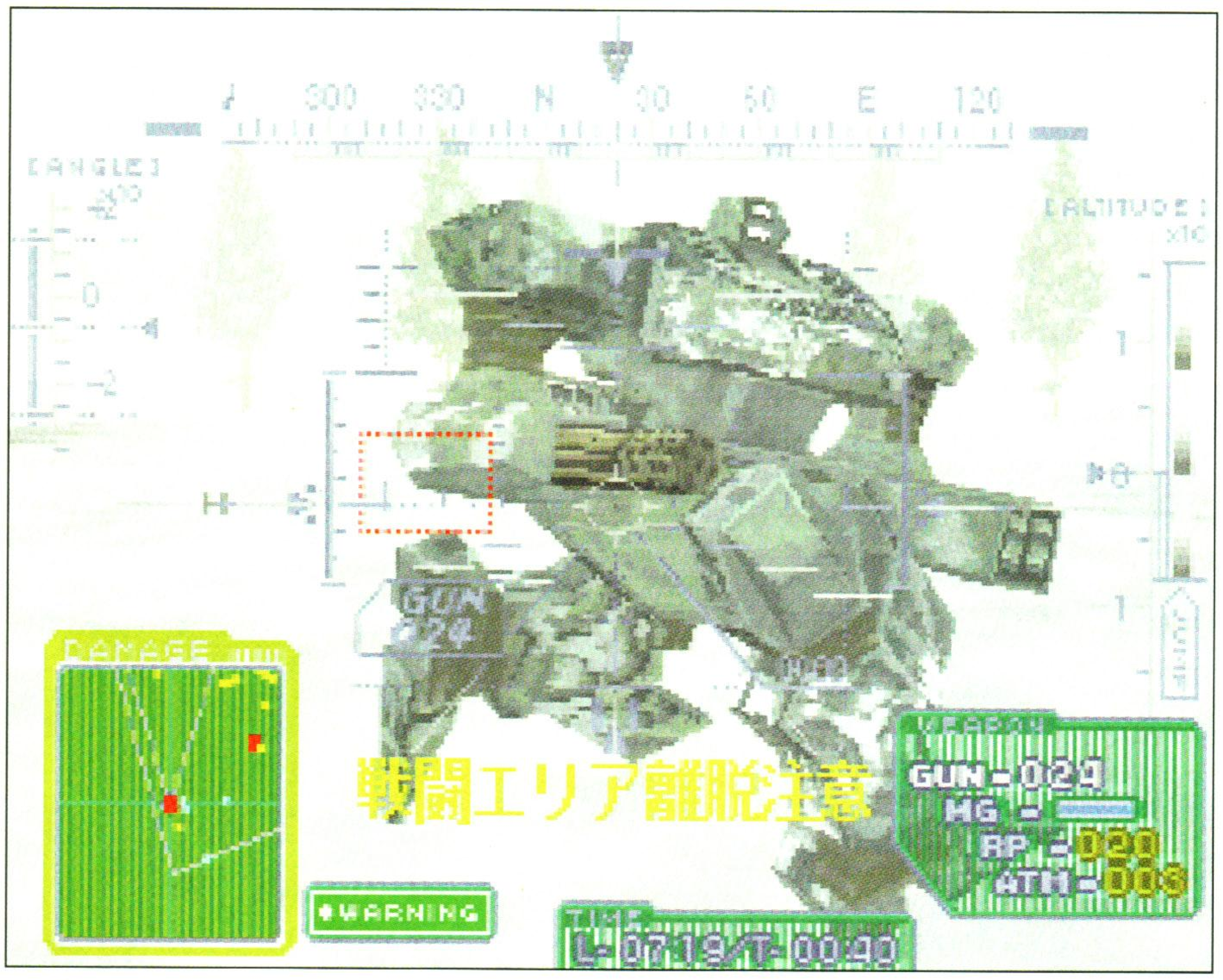
This is by far the most difficult level in the first four, with the sheer weight of enemy hardware making your task ten times more difficult than usual. Adding to the problems is the arctic conditions, which severely limit visibility on this level. All too often you rely on your instrumentation to provide an indication of an enemy presence.

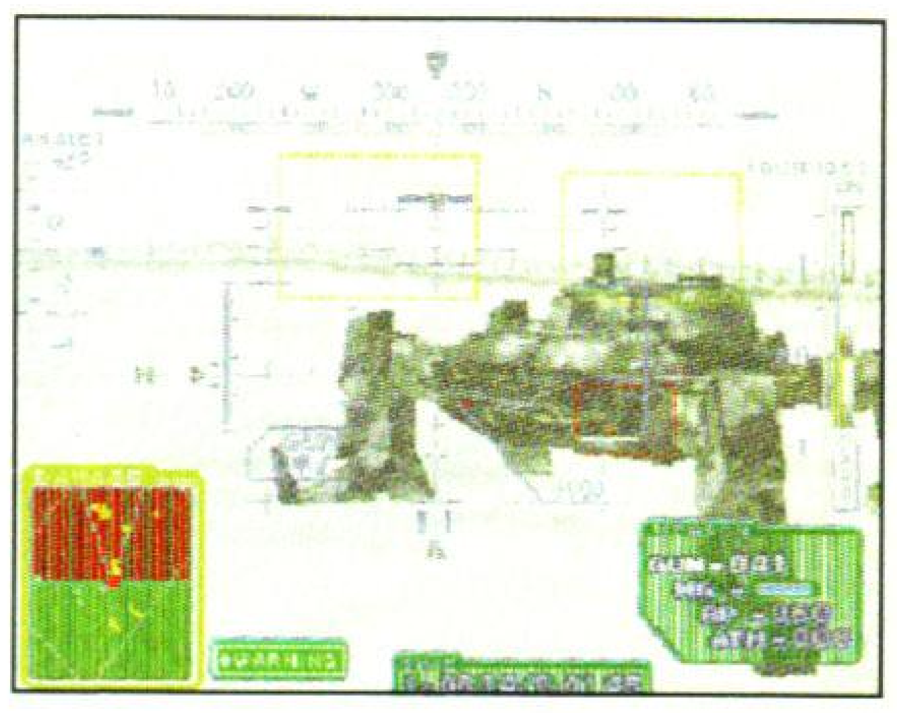
The objective here is to first set up a mobile base of operations before moving north, encountering extremely heavy resistance from the PEU forces, who seek to overwhelm you with sheer numbers. The arrival of the military supply train is heralded by a massive increase in the volume of enemy ground forces, as well as the arrival of blanket-bombing helicopters.

A tough mission indeed.

GUN - 019
L-0650/T-0109

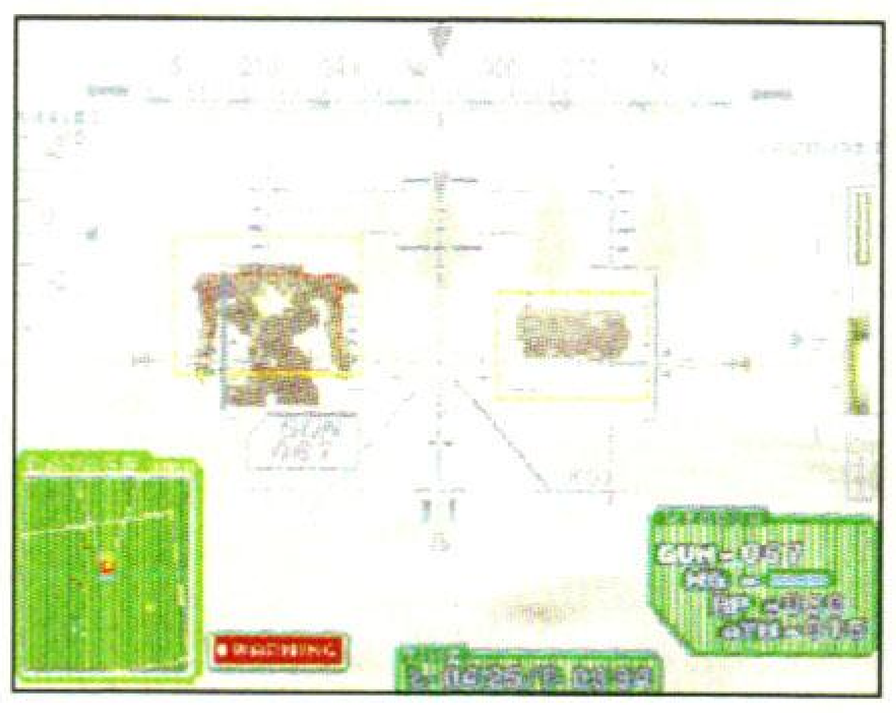
THE HARSH SIBERIAN CONDITIONS MAKE FOR PROBLEMATIC COMBAT - DESTROY THE ENEMY RAIL SUPPLY LINK AND CRIPPLE THE PEU!

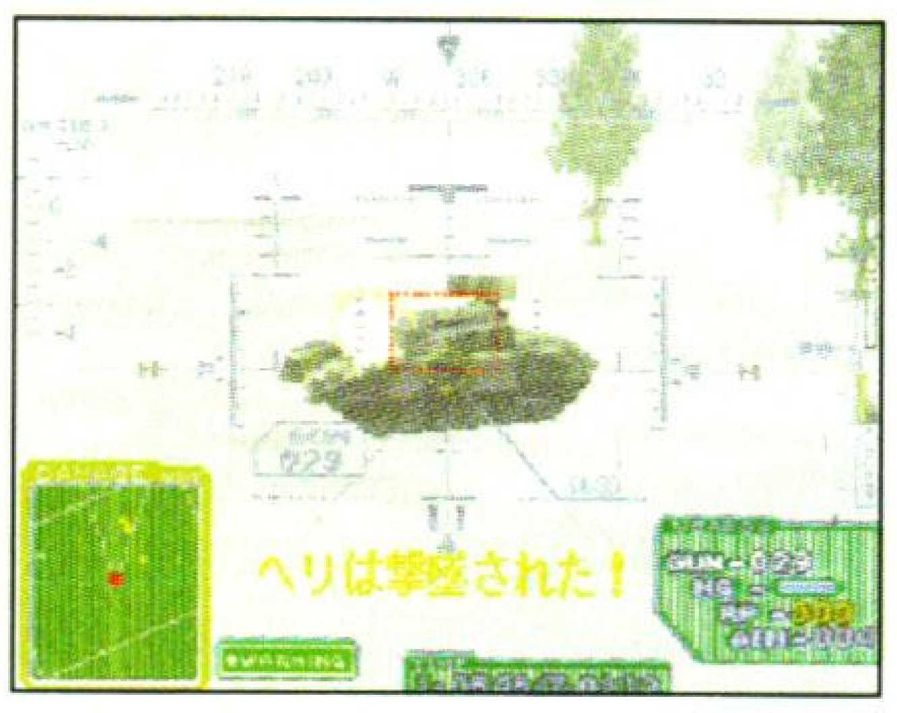


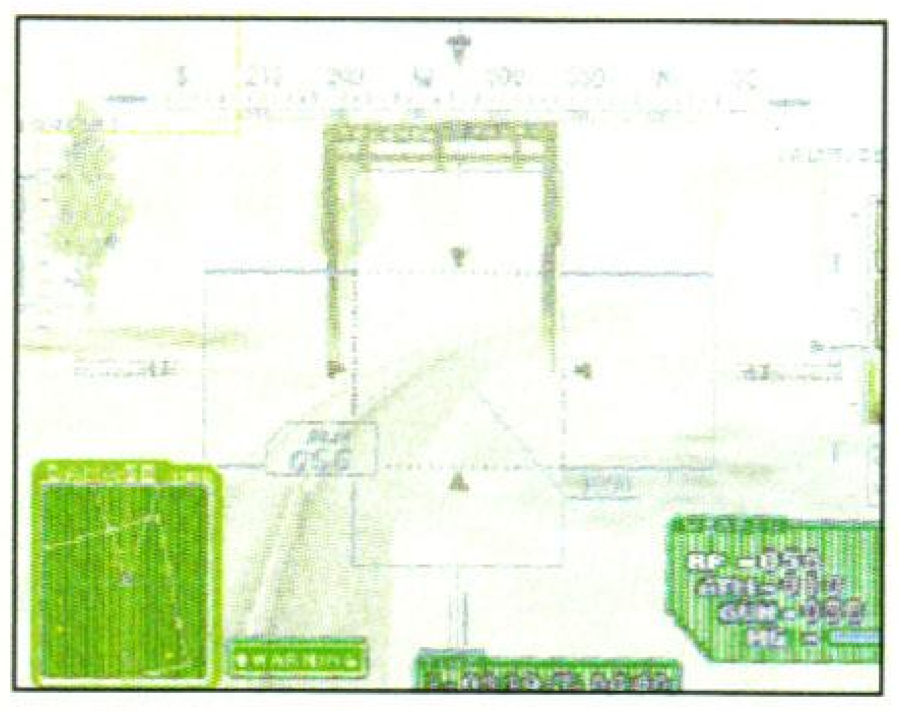


Securing landing sites for your multiple helicopter support units is absolutely essential in completing this - the hardest of the first quartet of missions.

The range of enemy hardware is varied indeed, backed up by a vast amount of it to boot! Flashpoints on the level can see multiple bogies descending on you simultaneously - quick wits and a calm assessment of the threat are required.

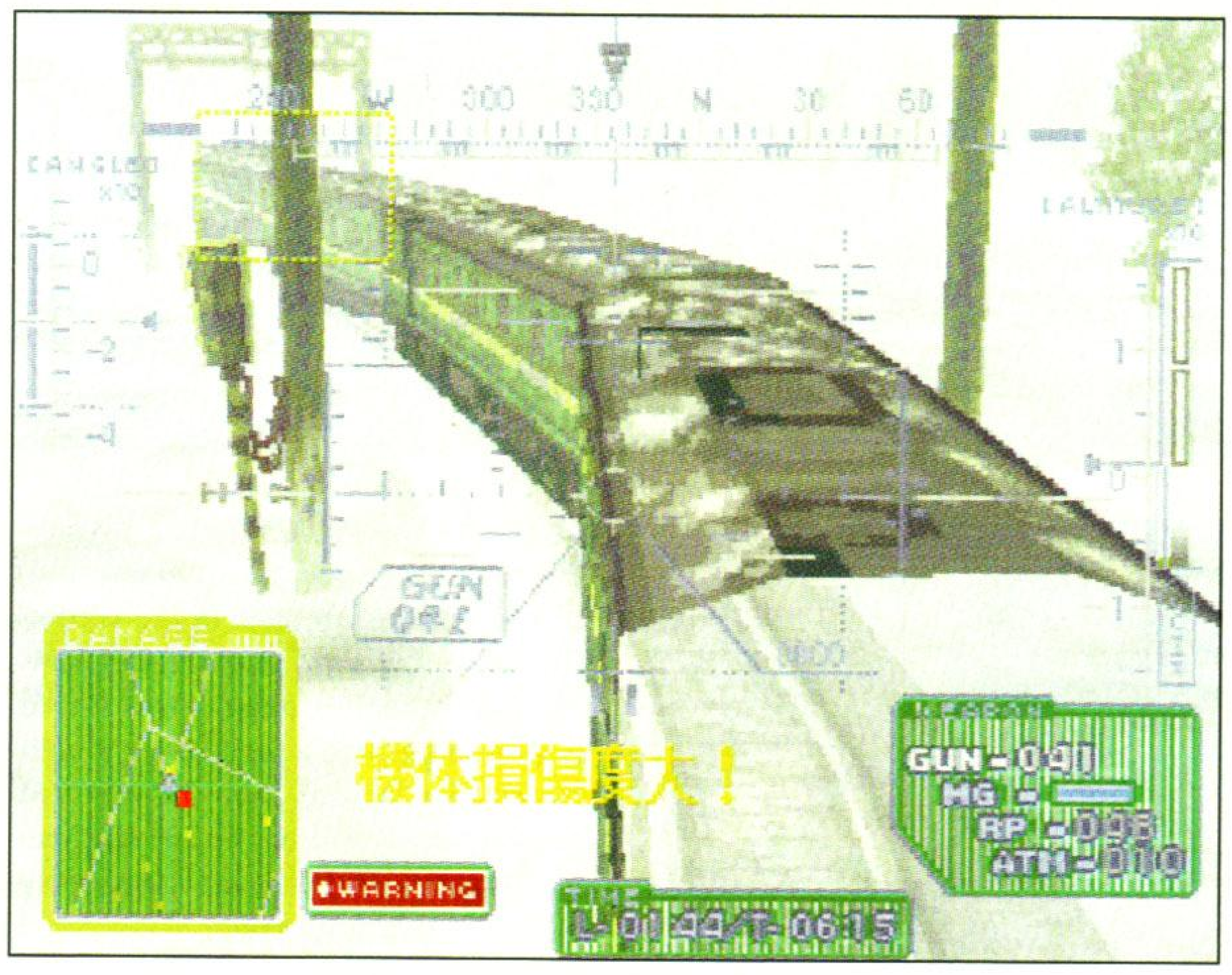


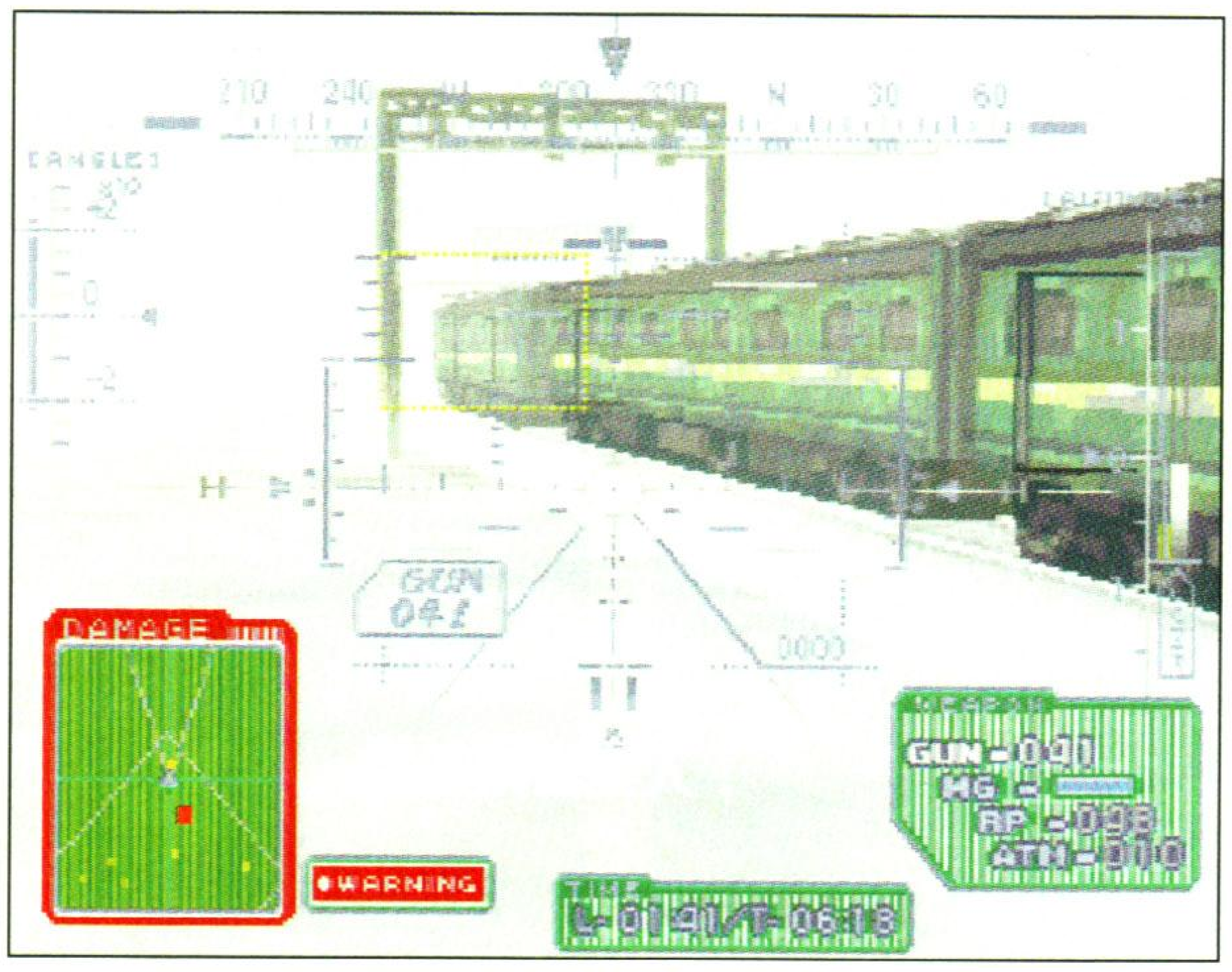


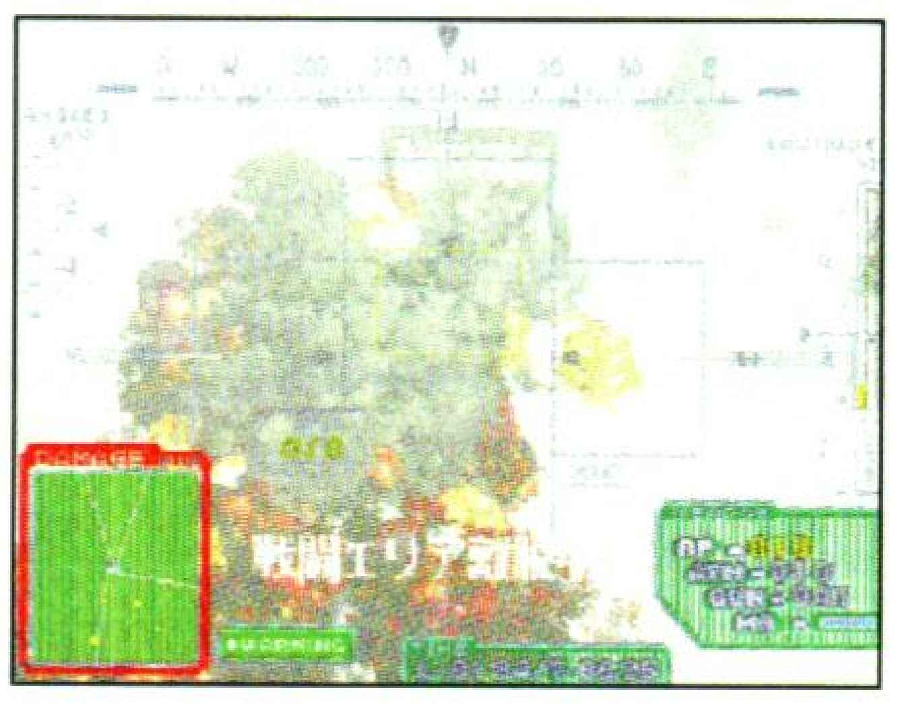


The path to the enemy railway track in the north of the level is fraught with danger, with the enemy throwing everything they have at you. Once the area is clear of military hardware you can concentrate on the task at hand - waiting for the train to arrive and then using the rocket pod to absolutely annihilate it! That's if you get there to begin with...

THE PEU HAVE MASSED THEIR FORCES FOR AN ALL-OUT ATTACK! THIS IS THE HARDEST OF THE INITIAL QUARTET OF MISSIONS!



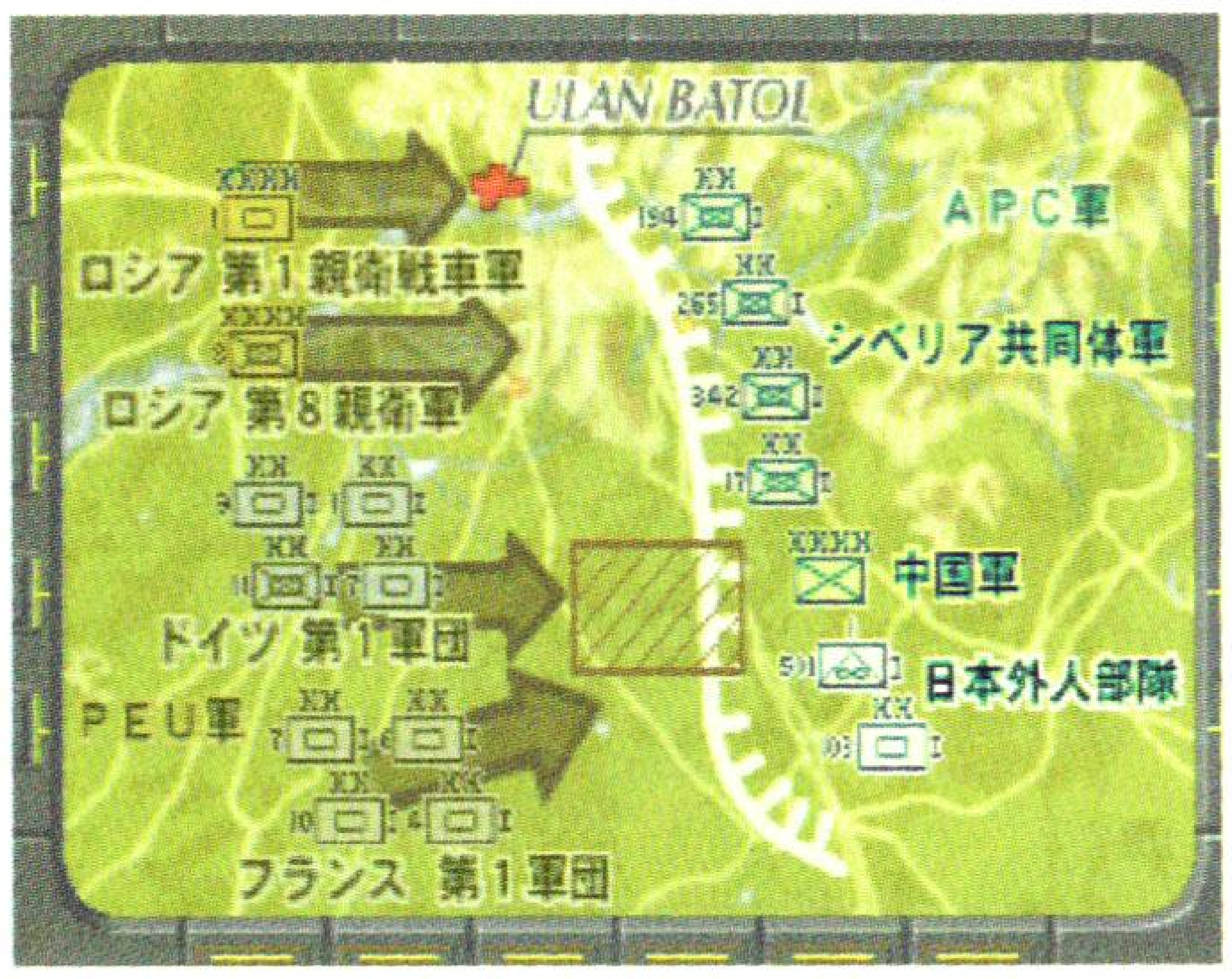




Boom! Mission successful! Taking out the train in pure style is the order of the day considering that by this point it's completely defenceless.

Of course, the rocket pod produces the most pleasing pyrotechnics (above).

NEXT STOP: MONGOLIA - AN INVADING WARFLEET NEEDS TO BE STOPPED COLD! SUPPORT THE ALLIED FORCES AND WIN VICTORY FOR THE APC!



MISSION FOUR: BLOOD STORM

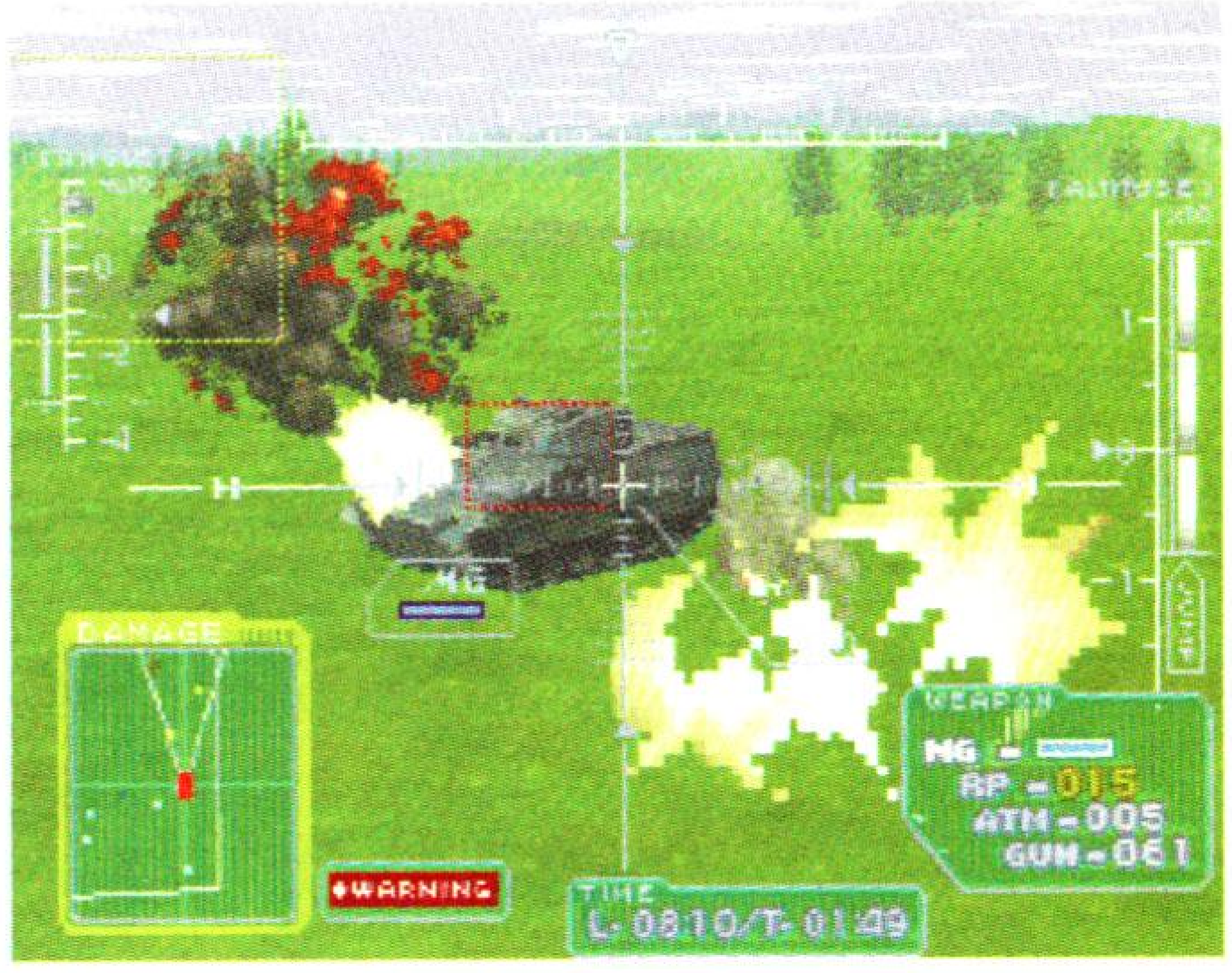
The next mission for the 501 Legion is to take on an entire invasion fleet! The PEU have launched a desperate gambit, moving a great deal of their invasion fleet south into Mongolia. Their aim is to continue in the same direction and eventually overrun Peking - the capital city of one of the most important member states of the APC. The Chinese ground forces have engaged the encroaching force in the northern mountains, and the 501 Legion have been dispatched to lend a hand.

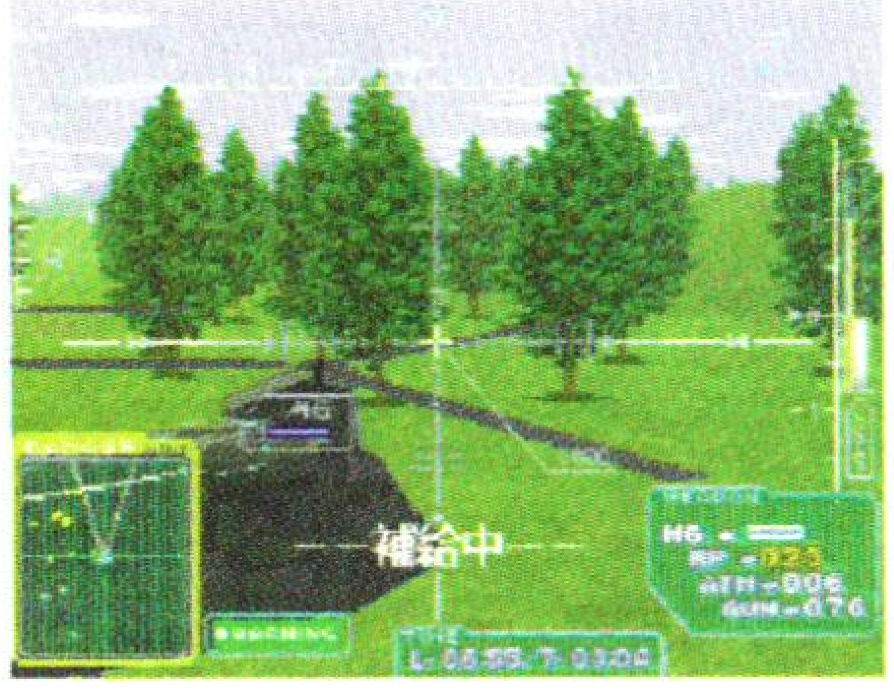
In terms of sheer forces, this is by far the most packed level in the first quartet of stages, and tests your skills against multiple targets. What is also worth noting is that the PEU have dispatched the full weight of the war machine into the area - fast Challenger tanks are the cannon fodder designed to draw your fire whilst the more powerful mobile suit robots pack the real punch.

Again, this is another simple wipe-out-everything-that-moves mission, but the addition of hilly territory makes for some interesting variations in the gameplay. For example, at range you may lock on to an enemy target and fire. However, there's a good chance that a hillock will be in the way of your attack, meaning that close quarters battle is the only way you can be certain that your valuable ammunition is actually hitting home.

Operation Blood Storm is a relatively difficult mission, but the problems affecting you (hills in the way) can also work in your favour, meaning that this mission isn't quite as tough as Fox Hunt.

After the wintry excesses of Siberia, the Blood Storm mission is relatively trouble-free - that's if you've mastered combat without using the radar, that is.



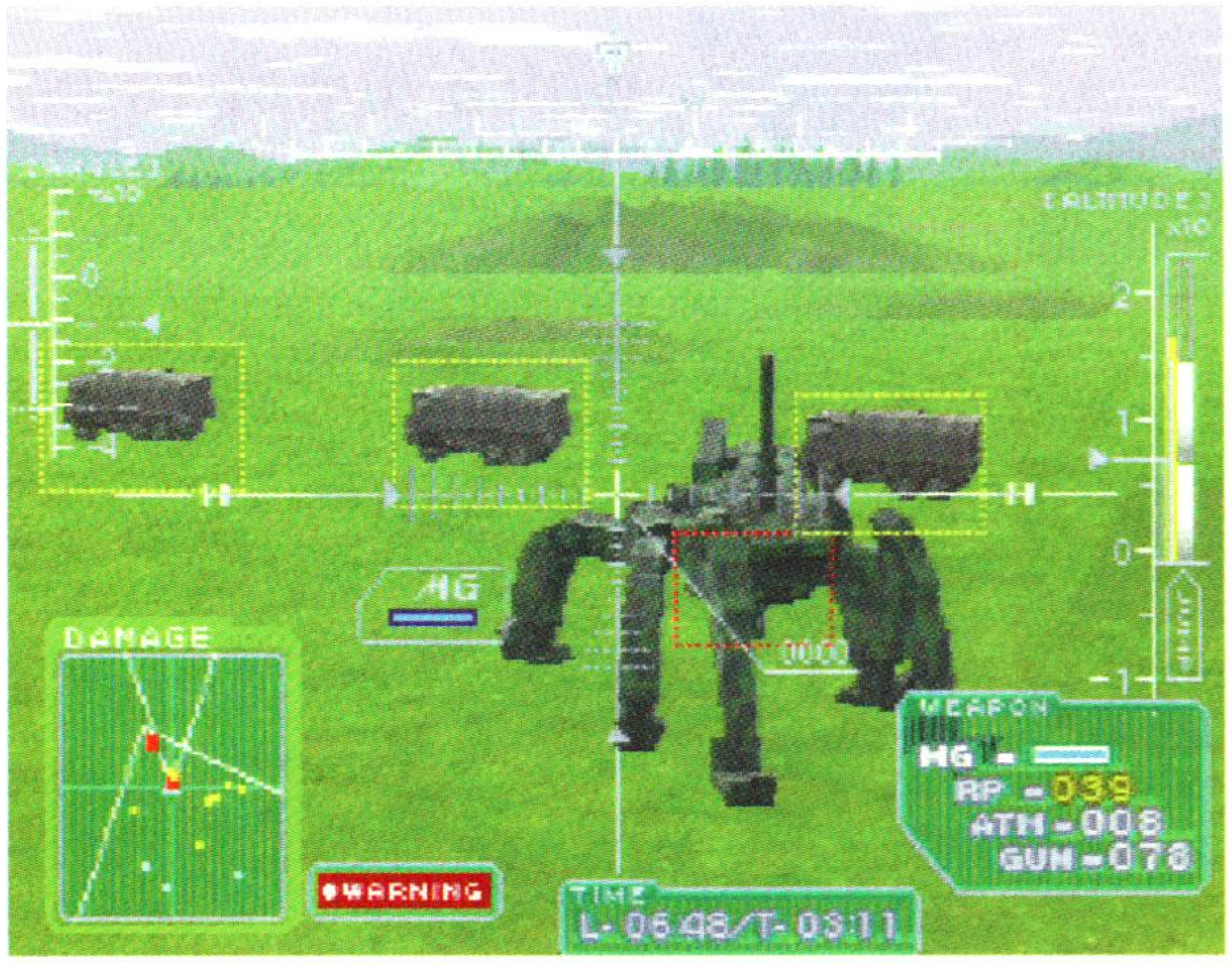


The sheer number of enemy units up against you is the main obstacle to overcome in this: Operation BloodStorm. The helicopter support teams come up for a fair degree of abuse from the enemy forces, so it's best to follow them on the map (they're the flashing blue dots), clearing the path ahead of them until they land. At that point you can tool up and continue to use your weaponry to cut swathes through the enemy warfleet.

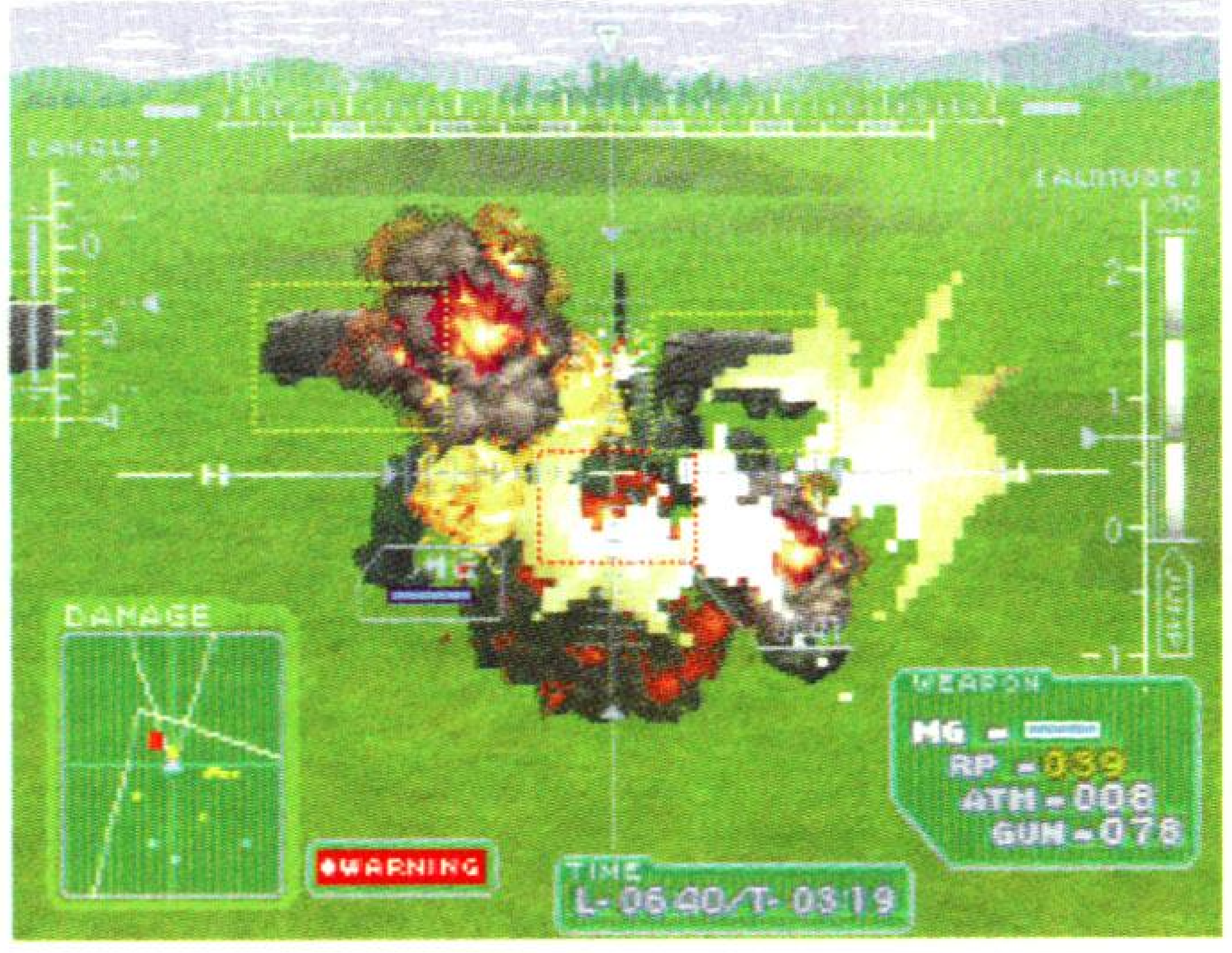
THE MOUNTAINOUS TERRAIN RENDERS RADAR USELESS - ONLY CLOSE-QUARTERS COMBAT CAN WIN THE DAY!

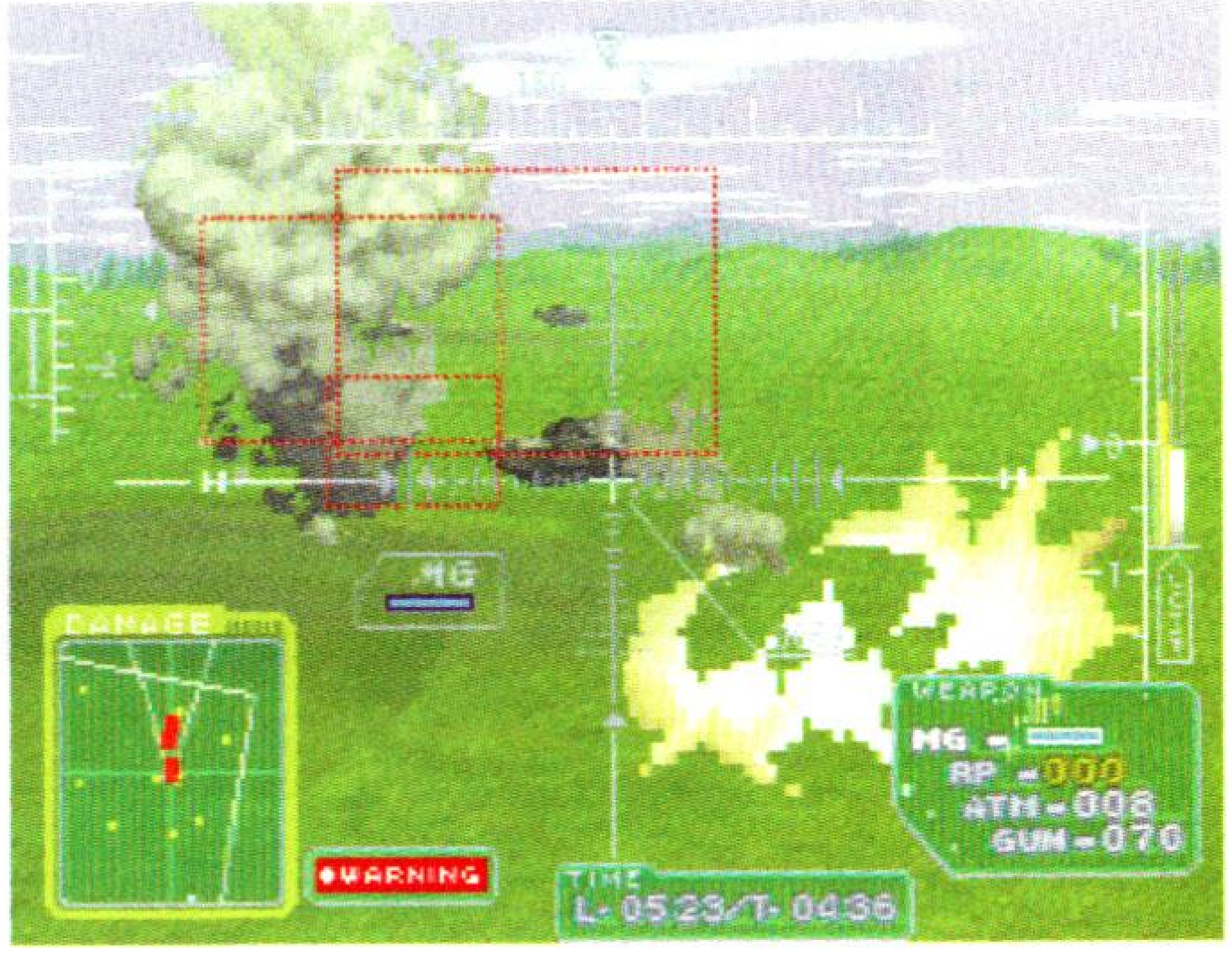
DAMAGE
MG
WEAPON
MG
RP - 055
ATM - 009
GUN - 080
WARNING
TIME
L-06:26/T-03:33

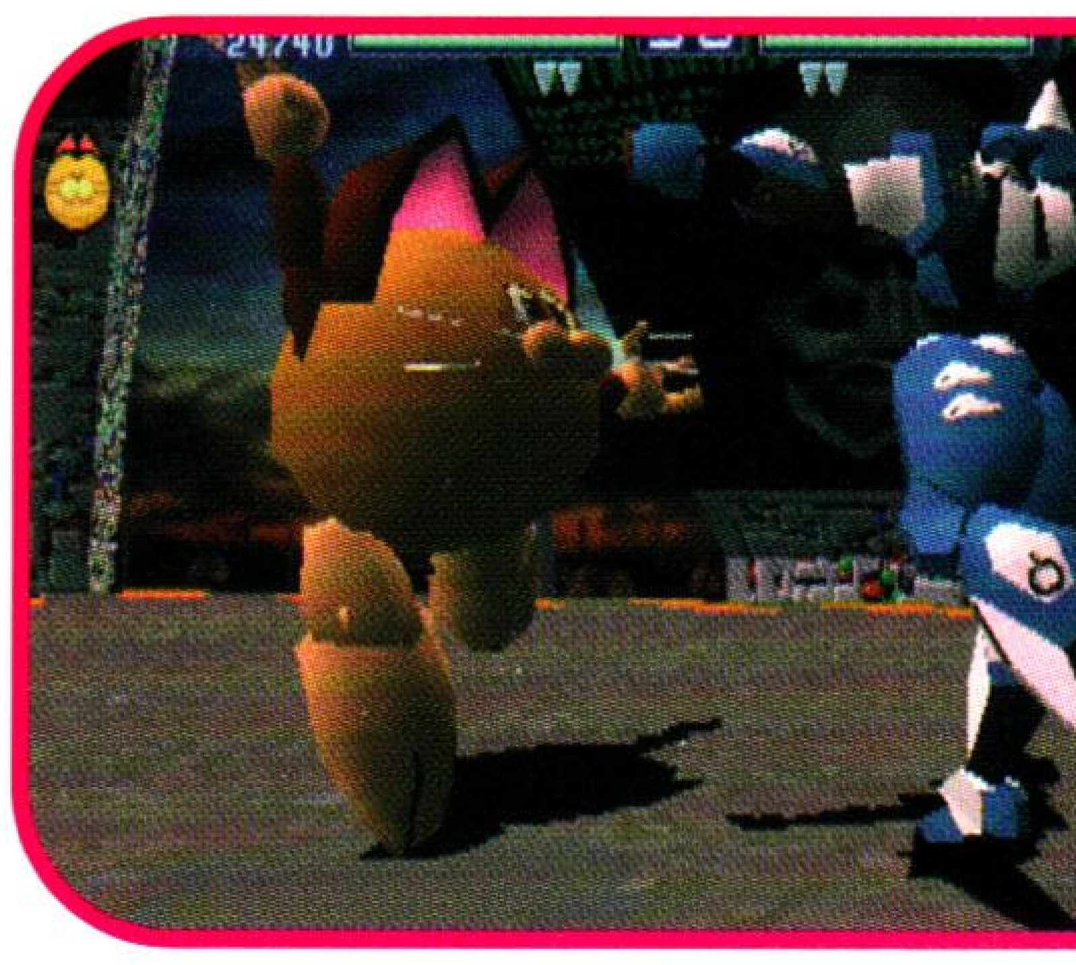
The weight of Allied Forces in the area can serve to take the heat off you (above) - taking the role of cannon fodder as you re-arm.



NEXT MONTH: THE FOUR ADVANCED MISSIONS IN GUN GRIFFON REVEALED - CAN YOU RISE TO THE ULTIMATE CHALLENGE?







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let down if you choose this over Tekken, nendation enough for anybody...

better looking, and more hip sounds. Introduces some ol new ideas through some of the best presentation ound.... Fast, fluid and perfectly in sync... Intelligent, th great rewards." ***C&VG - 91%***

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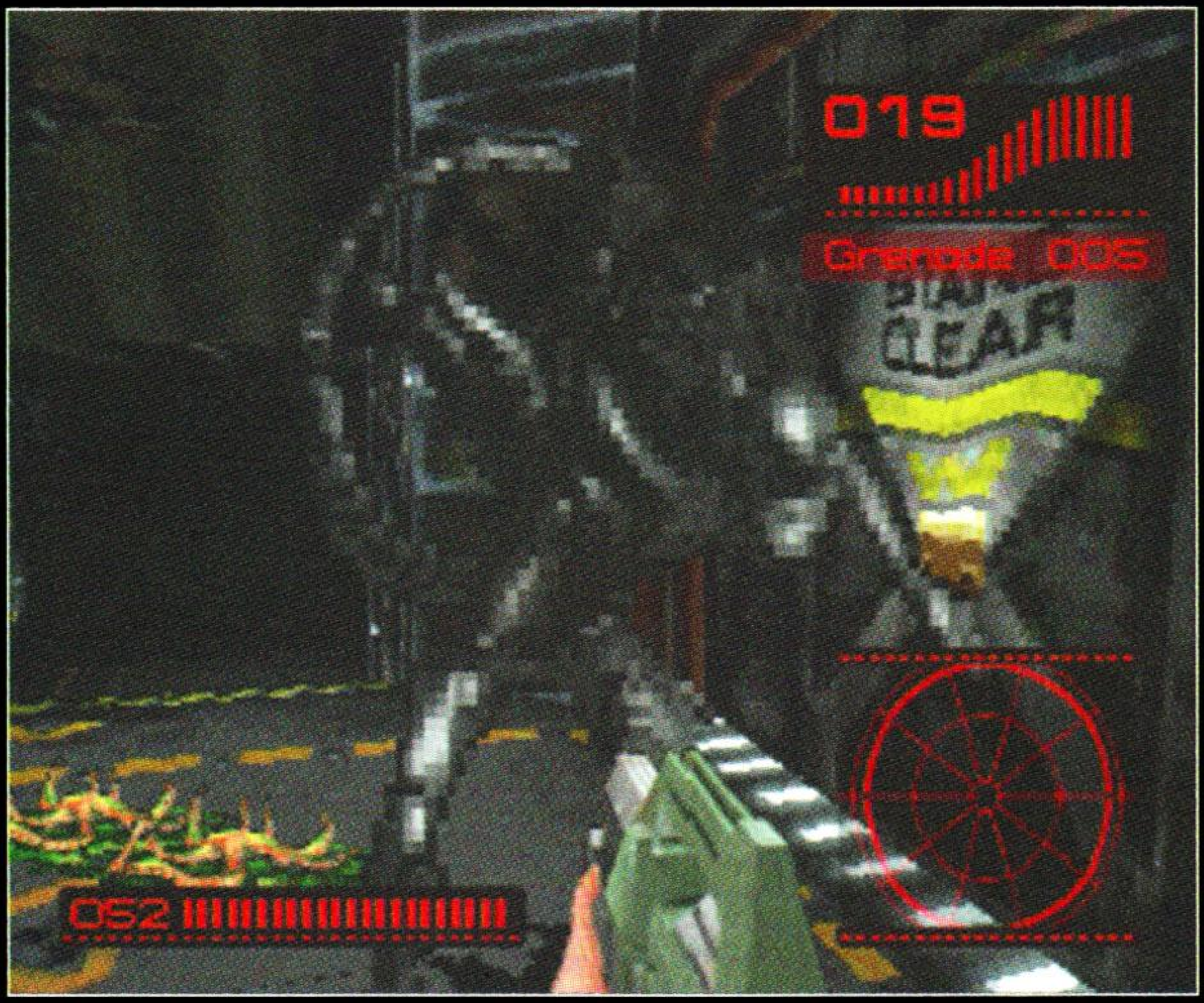
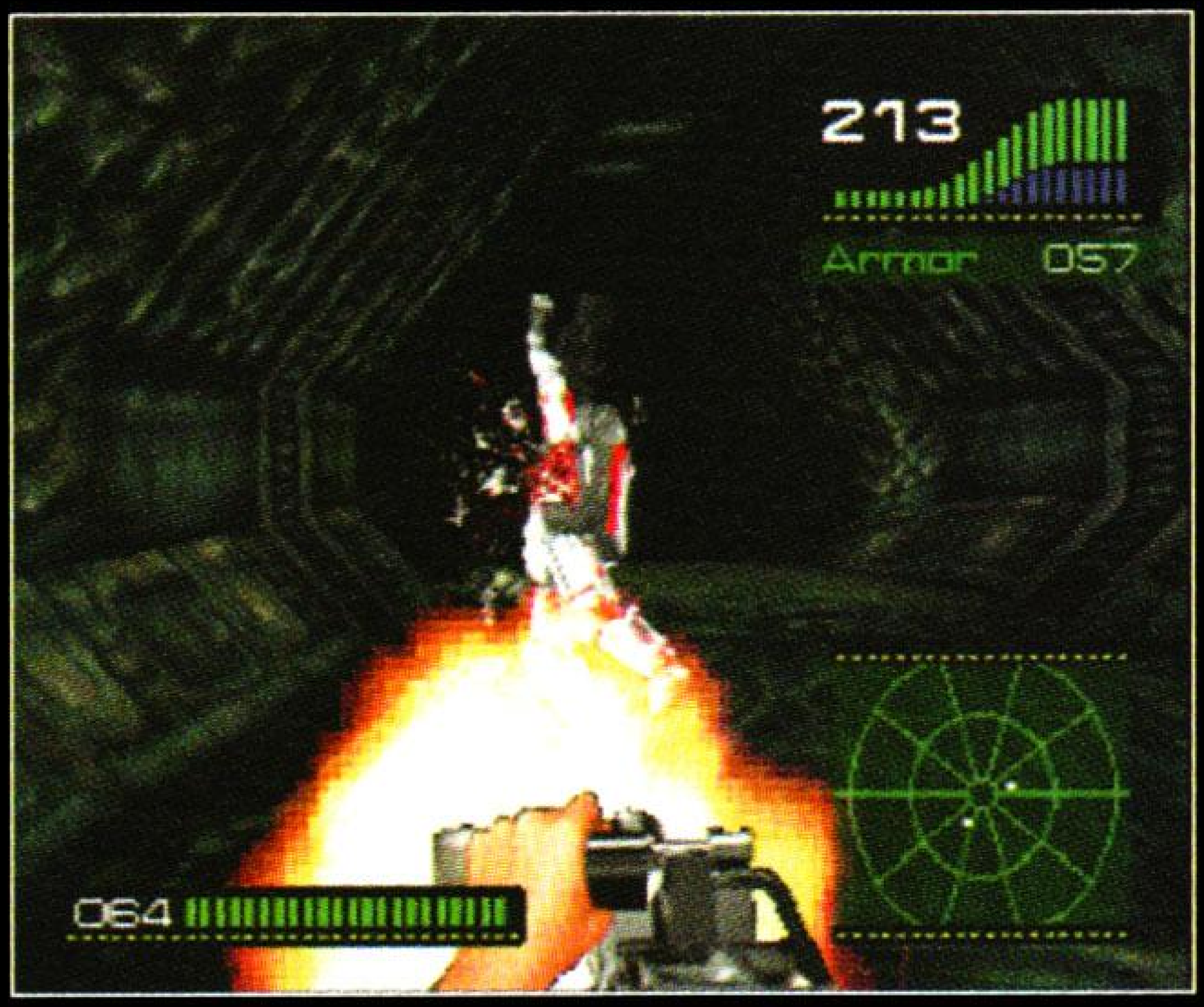
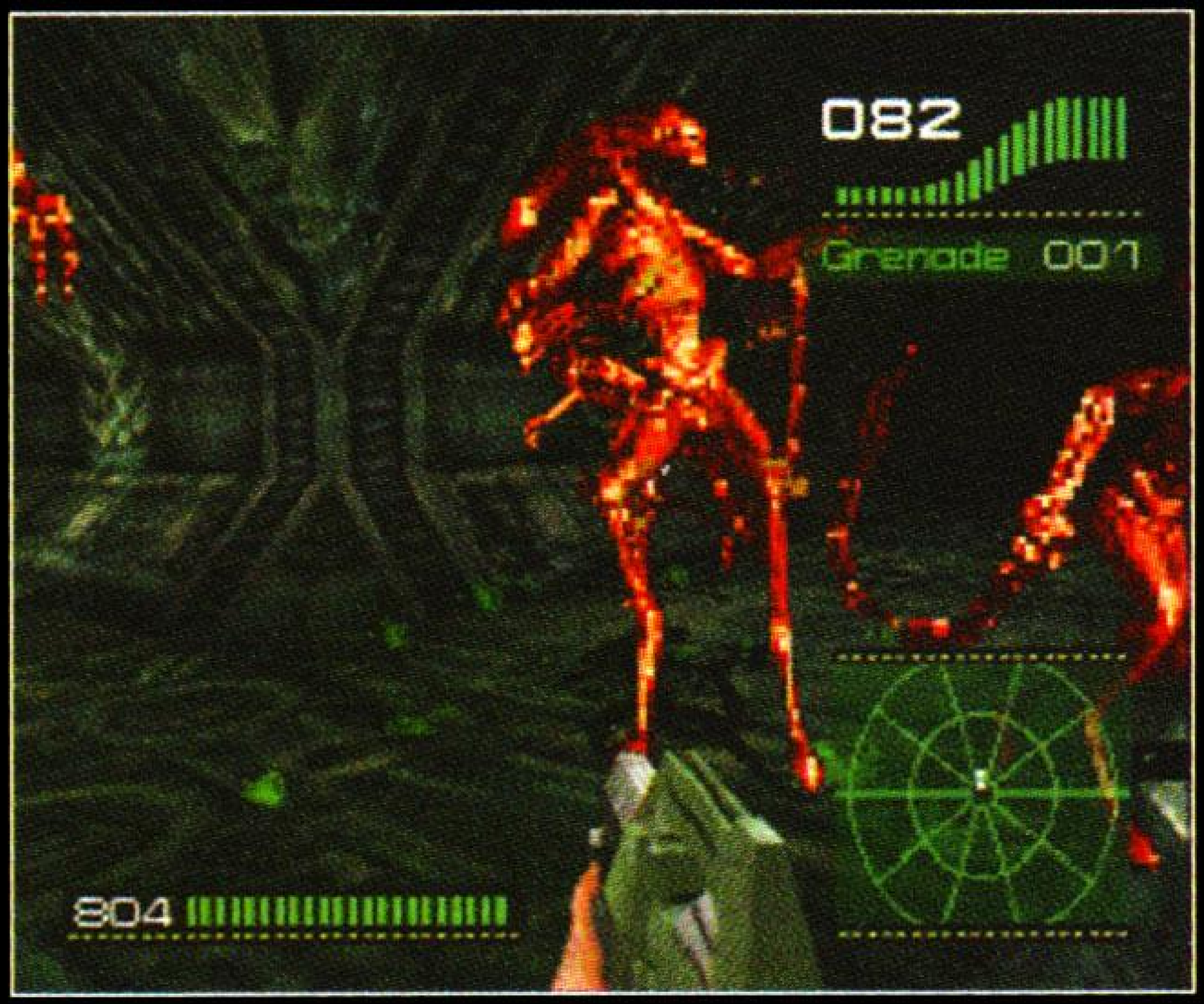


After the huge gestation period and the final explosion of hype, Acclaim have finally unveiled that final version of Alien Trilogy - one of the most anticipated PlayStation releases of recent times. A full review of the product can be found on page 152, but suffice to say it meets the **MAXIMUM** criteria of gaming excellence - thus the six-page Extended Play you see on the layouts before you.

Basically speaking, the game is Doom, with a slightly more pronounced puzzle element. Small details to tell the two games apart (aside from Trilogy's far superior presentation) are found here. Suffice to say, you **are** Ellen Ripley and 33 levels of Alien blasting and mission solving stand between you and the game's completion sequence.





YOUR MISSION, IF YOU CHOOSE TO ACCEPT IT...

As well as including the adrenaline-pumping action of Doom's first person perspective, Alien Trilogy attempts to expand the game's depth by including various tasks or you to perform. In fact, doing these tasks is your primary objective, with xenomorph destruction having no bearing on the mission whatsoever (unless it is explicitly stated). As you might expect, the initial assignments are very easy indeed. The first mission sees you finding a shotgun with which to blast apart barrel barricades, while a lot of the later missions involve finding switches to turn on lights, turn off steam jets etcetera. Like Doom, a lot of the time you need to find keys to open doors, although in Alien Trilogy this is translated into locating batteries with which to power-up door relays.

As stated, mission completion is the primary objective and if your mission complete percentage is not high enough, you are forced to repeat the assignment. Should this occur, you lose all the extra health, weaponry and ammo you collected during that round. This is not good.

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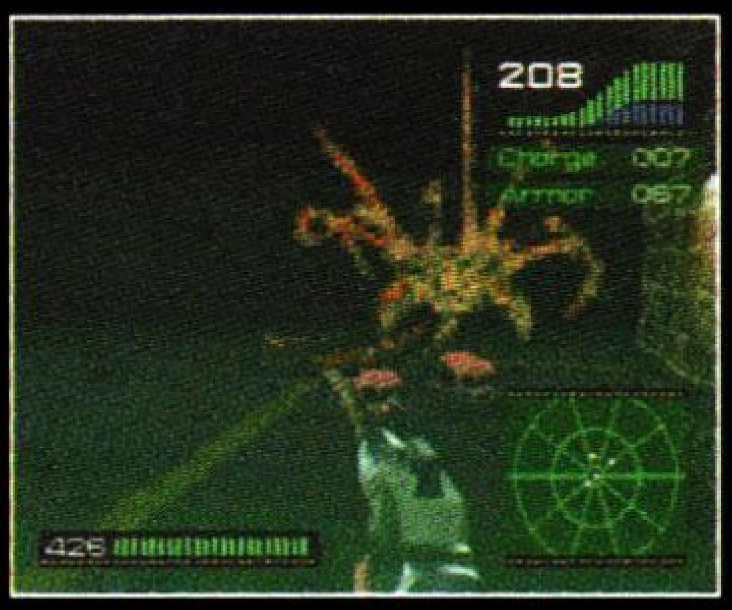
Acclaim have taken the Doom formula and added extra strategy and deeper gameplay!

SECRETS OUT

Again in a scenario mirroring Doom, Alien Trilogy has "secrets" for you to uncover in every stage. In Doom this involved finding hidden doors and areas and plundering them for all their worth. A similar principle is evident in Trilogy, only this time finding all of the areas is a lot easier. False walls (which are blown open with grenades or seismic charges) are clearly indicated on the map you access when the game is paused, giving you no excuse for not getting high secrets percentages on every single stage. It follows that performing every mission objective (and getting 100%) reveals just about every false wall on the map, so getting top marks on both criteria isn't really that difficult at all.

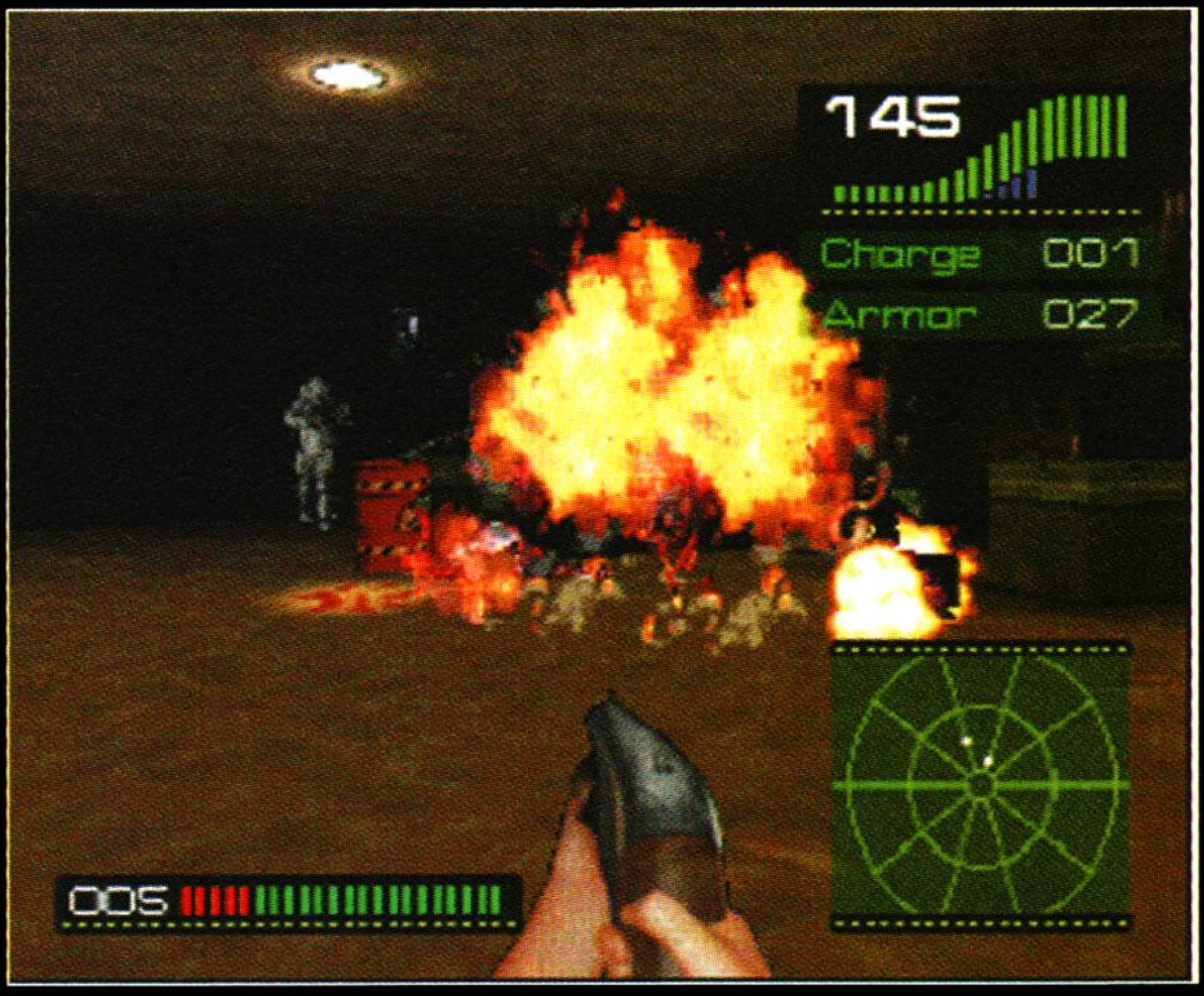
XENOMORPH FILES #1

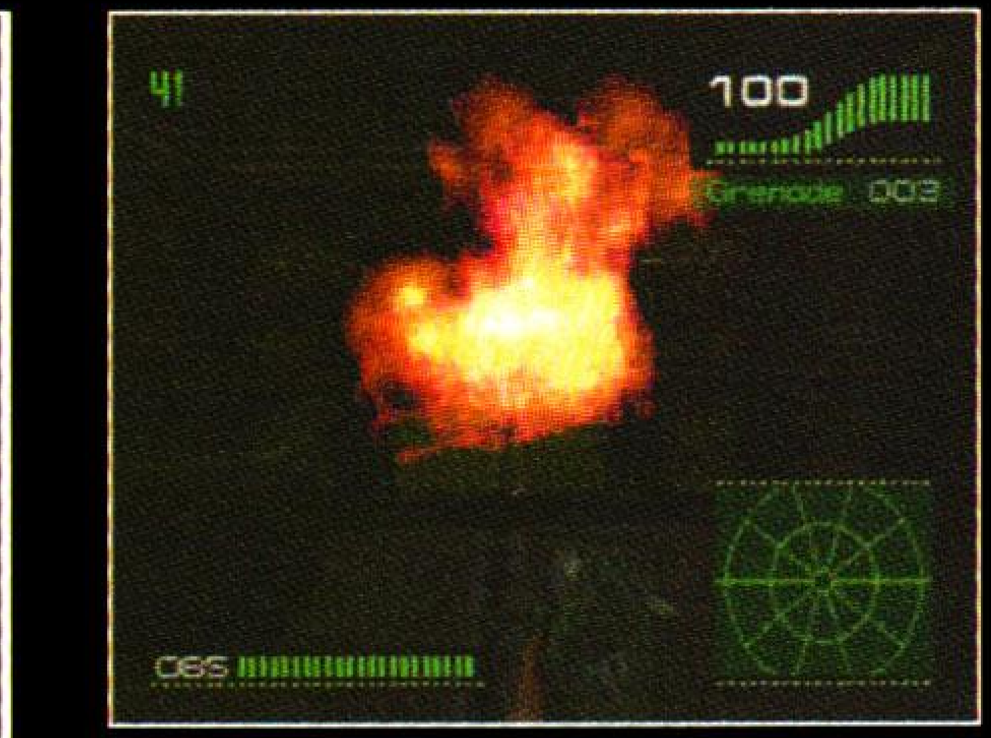
"FACEHUGGER"



The FaceHugger's objective in life is to locate and possess a host for the embryonic xenomorph carried inside it. It pursues its target relentlessly, jumping on its face and wrapping itself around it, rendering the host comatose while insemination takes place. After this has occurred, the FaceHugger's task is done and it dies. This is the first Alien you meet and can be taken out easily with two 9mm rounds. Later on, switch to shotgun rounds to dispatch FaceHuggers. One will do the trick nicely.

THREAT LEVEL: ★★





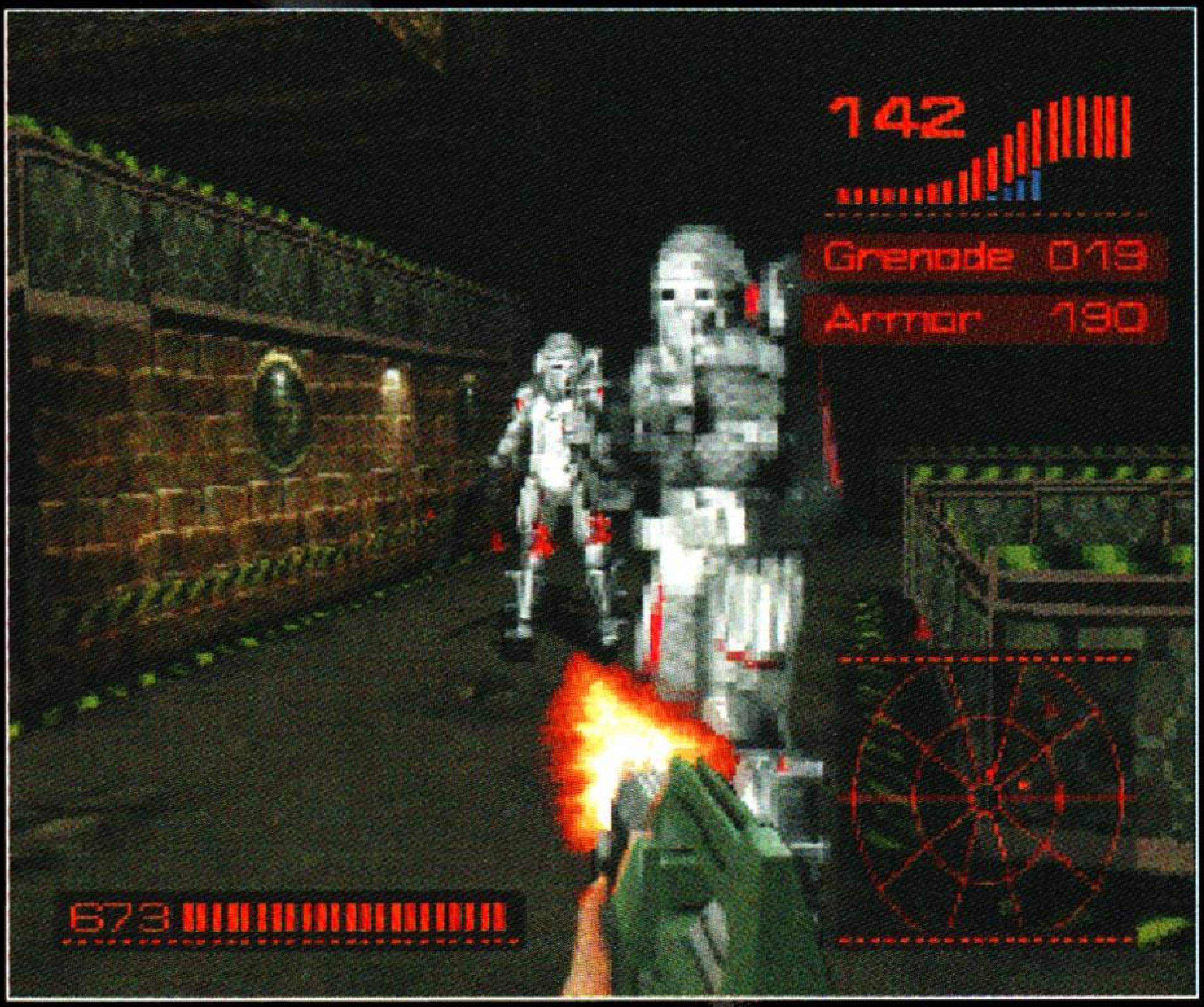
Discovering secret areas in Alien Trilogy is quite simple as the map automatically shows off where all of the false walls are. Accessing these areas is achieved by lobbing charges or grenades at the wall and standing back as the explosion rips an entrance open (above).

THE HUMAN FACTOR

Although Ripley's main opponents are the eponymous xenomorphs, there is a great deal of interference to clear from humanoid resistance. The Company has dispatched agents and recruited colonists to get as many Alien tissue samples as possible, rewarding them with huge bounties on completion. This generally means that any humans you do meet will be hell-bent on keeping their money and will use deadly force against you. Kill them all.

Colonists who have been kidnapped by the Aliens and imprisoned are also found in the game. Unfortunately by the time you reach them they have all been infected by Alien FaceHuggers. Death is the only option for these unfortunates.

Another set of humanoid creatures to beware of are the synthetic lifeforms (like Bishop in Aliens). These have been programmed to defend the colonists you're attempting to kill, or to do the Company's evil bidding, and so need to be gunned down as well. These humanoids are far, far tougher than humans and rank alongside Aliens in sheer resilience.



On later levels, the humanoids provide almost as much trouble as some of the aliens! The samurai-style troopers from Alien3 provide the hardest resistance (above), whilst the prisoners (left) are armoured, but can be mown down with relative ease.

THE RIPLEY CONTROL SYSTEM

The methods used to move Ripley are basically Doom-orientated with some small modifications made to make the game seem more realistic. The actual **ways** you can move are identical - that is, moving forwards, backwards, rotating left and right and strafing (using the R1 and L1 buttons on the joypad).

However, there is no run button like Doom, with Ripley automatically applying top velocities when moving around. Where the realism comes into it is with regard to strafing and moving backwards. When you do this, it's a lot slower than normal forward-running - the thinking behind this is obviously that you don't run as fast backwards as you do when "legging it" straight ahead.

This makes the old retreat-while-firing-and-running tactic in Doom pretty much useless. Still, all the other old Doom strategies work just as well in Alien Trilogy, giving id game veterans a real head-start in this game.

Master the techniques to dodge enemy fire and hit with incredible accuracy!

THE ART OF BULLET-DODGING

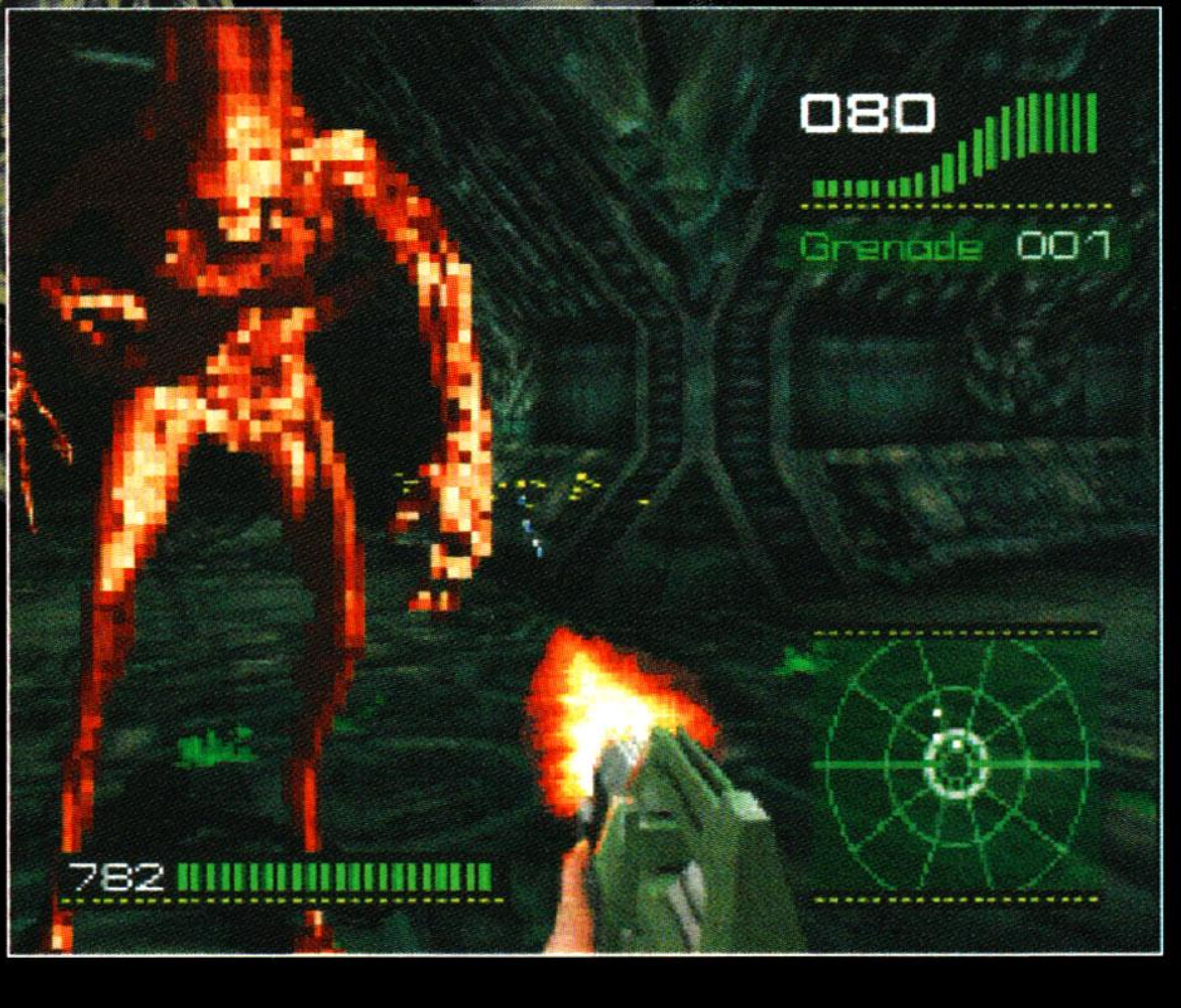
Really boring Star Trek fans will go on at length about how their heroes sometimes manage to jump out of the way of phaser fire (a pretty neat act, considering they fire at the speed of light!), but oddly enough a similar act can be performed in Alien Trilogy. Of course, the Aliens themselves prefer to run at you and slice you open, but the human colonists, company agents and synthetic life-forms use the same weaponry you do.

When you fire the 9mm Pistol, Smart Gun or Pulse Rifle, you can actually see the bullets fire off into the distance, rebound off walls and what have you. Similarly, you can see the enemy bullets coming towards you. Usually it's too late by this time to dodge so the key is to watch for the muzzle-fire of your enemies and use the strafe function to neatly side-step before return-firing. Just like Captain Picard.

This tactic is the key to taking out the synthetic lifeforms and the body-suit wearing humans found later on in the game.

THE MARINE ARSENAL

A choice of five different weapons are available in Alien Trilogy, each of them with their own unique attributes. The old Doom proverb is pretty relevant here, that being: the harder the weapon is to find and the scarcer the ammunition, the more powerful it is. The key to success is to always choose the right tool for the job - for example, blasting away eggs with the Smart Gun is a sheer waste, while taking on an alien with the 9mm "PeaShooter" Pistol is similarly stupid and indeed suicidal.



XENOMORPH FILES #2

"CHESTBUSTER"

Once the host has incubated the Alien, the baby xenomorph is ready to face the outside world whereupon it makes a sudden departure from the host by cracking its chest open and escaping. The amount of times you come across ChestBusters in the game is quite limited and its attack patterns are very reminiscent of the FaceHugger. Two shotgun rounds are required to see off the ChestBuster, but in actuality it isn't really that much more of a threat at this stage. Look out for them especially in water and stasis pods.

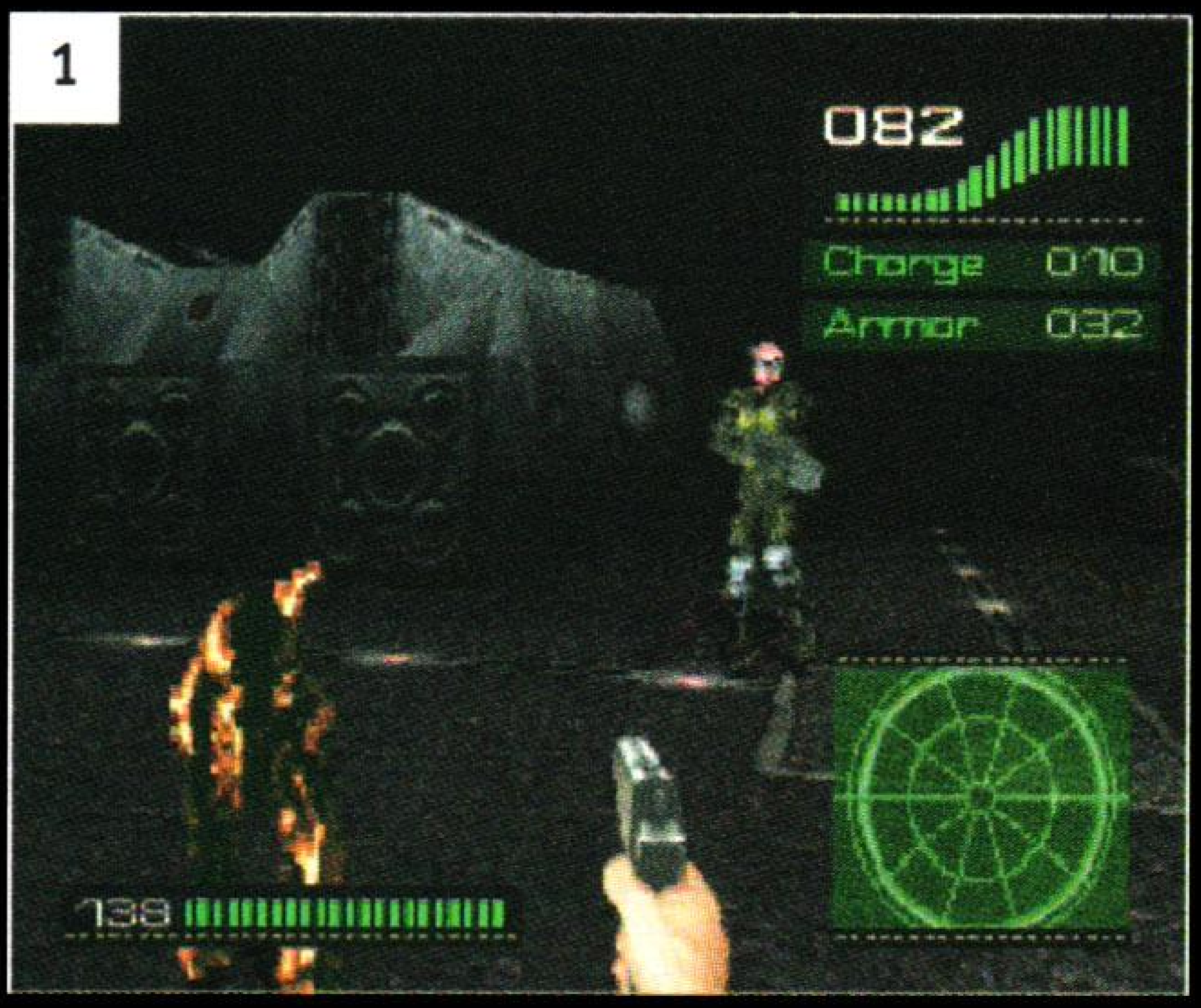
THREAT LEVEL: ★★

1. 9mm PISTOL

This is the first (and indeed only) weapon Ripley is given at the beginning of the game. You'd think that the marines would be slightly more generous when sending their mission specialist into Alien territory. But no.

As it is, the pistol has only a small potential usage. It's pretty decent for blowing open crates and looting supplies and the fact that two direct hits can take out a FaceHugger make it the preferred weapon at the beginning when Shotguns and indeed Shotgun ammunition are severely limited. When you run out of ammo on all your other weapons, you go back to using the Pistol. And when that's empty, Ripley's forced to manually reload a single bullet from an infinite supply she has stashed in her Marine-issue pantaloons.

Warning: taking on Aliens with this weapon can seriously damage your health.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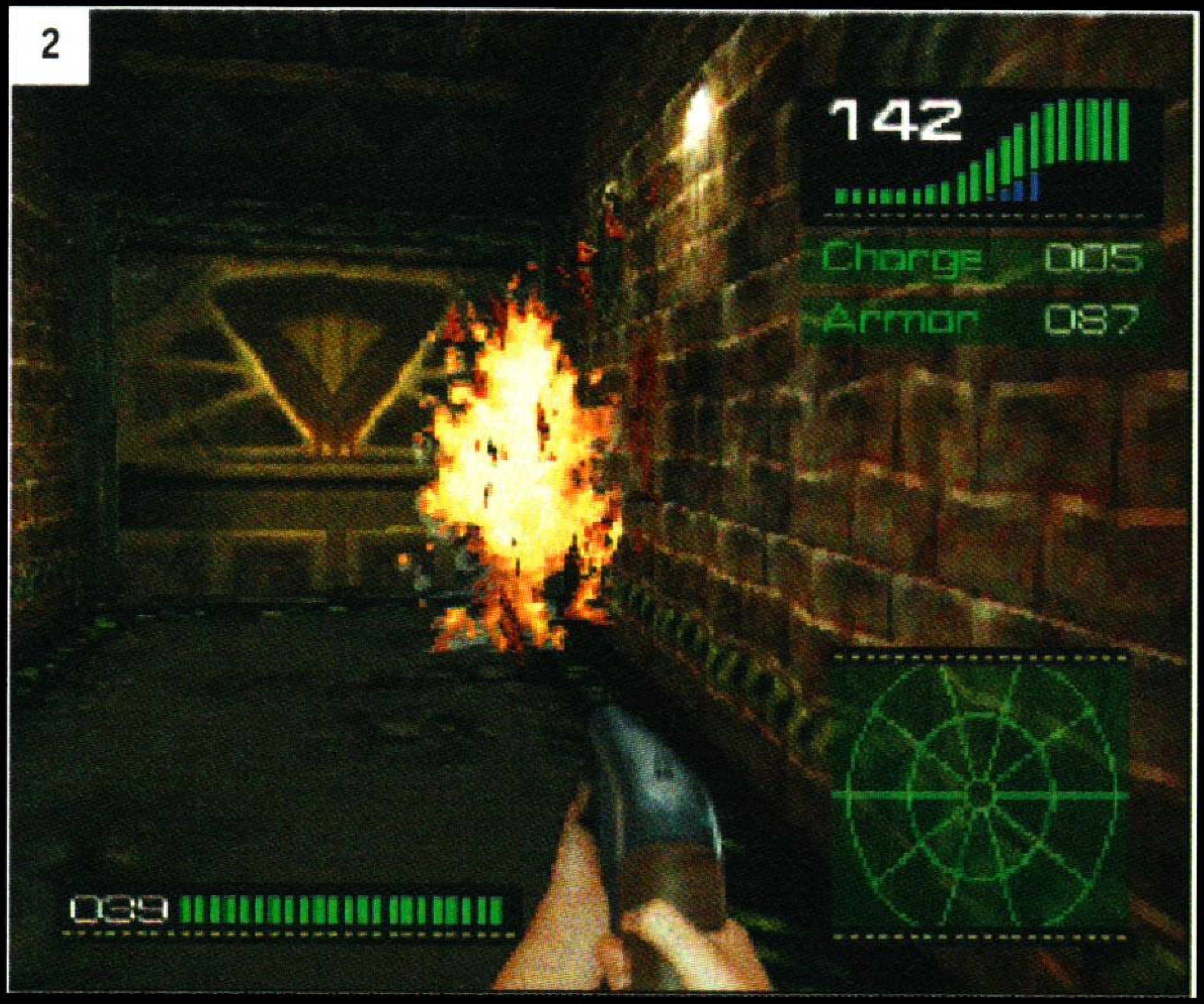
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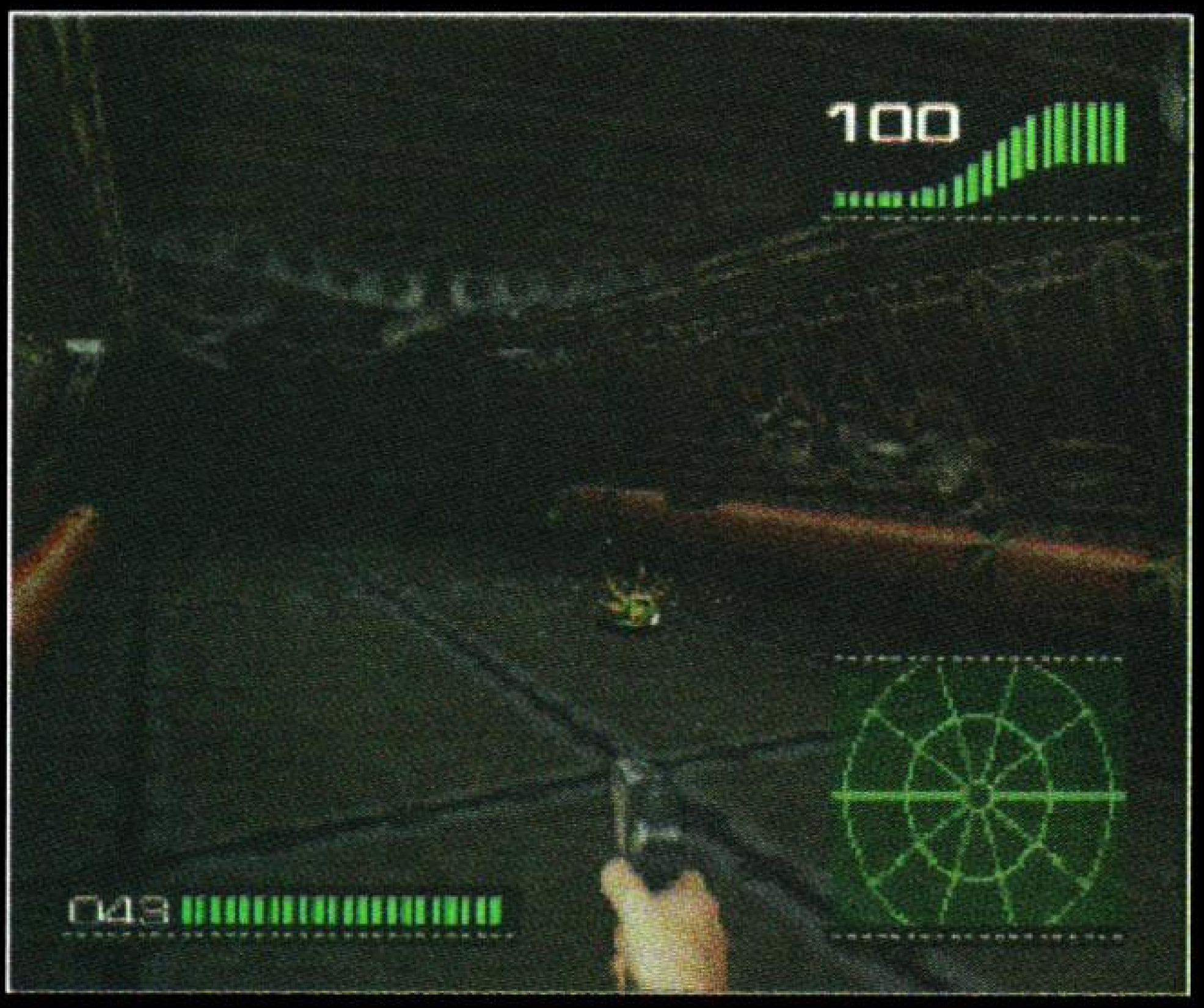
2. Shotgun

The staple weapon of Doom -style games is this effective "sawn-off" example of the genre. Finding this tool of destruction is the first order of business when you first start playing Alien Trilogy. For a start you need it to complete the mission (blasting open 9mm-resistant barrels) and it's also the only weapon that effectively takes out the Aliens on this stage. You get a fair amount of damage for every shell used and it should be remembered that like Doom, you inflict more pain the closer you are to the target when you fire the weapon. In the later stages of the game you find yourself laden with shotgun shells. Even at this stage it's best to remember the shotgun's strengths - for a FaceHugger onslaught or for egg destruction, it's difficult to beat this weapon.



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3. Flamethrower

Again, this is a weapon which you find early on in the game. However, of all the weaponry at your disposal, this is by far the most ammunition-draining. It's extremely tempting to use it at everything from eggs to FaceHuggers, but again economy is clearly the order of the day. At the beginning of the game use the Flamethrower as a supplementary weapon to the Shotgun, toasting Aliens while searching out more Shotgun shells. Also, when taking on Aliens with this weapon, use short controlled bursts at close range in order to do the most damage. Again, this gets more destruction out of this particularly.

4
003
Grenade 005

4. Pulse Rifle

The preferred weapon of the Space Marine, the Pulse Rifle is a multi-purpose weapon with truly awesome destructive potential. The best part of the weapon is the rapid-fire high-calibre bullet output, which can shred a common Alien or human in seconds. For targets such as eggs, ChestBusters and FaceHuggers it is **too** destructive - save it for the more powerful targets such as "Bambi-Aliens" and the fearsome "Dog Strain". The amount of ammunition you get in a standard clip is vast indeed. A secondary weapon is included with the Pulse Rifle. As Aliens fans will know, a grenade launcher comes as standard which is perfect for blowing down false walls. However, **MAXIMUM** recommends using seismic charges for that purpose and advocates hoarding grenades for the confrontation with the "Queen" Alien at the end of each section.

XENOMORPH FILES #3

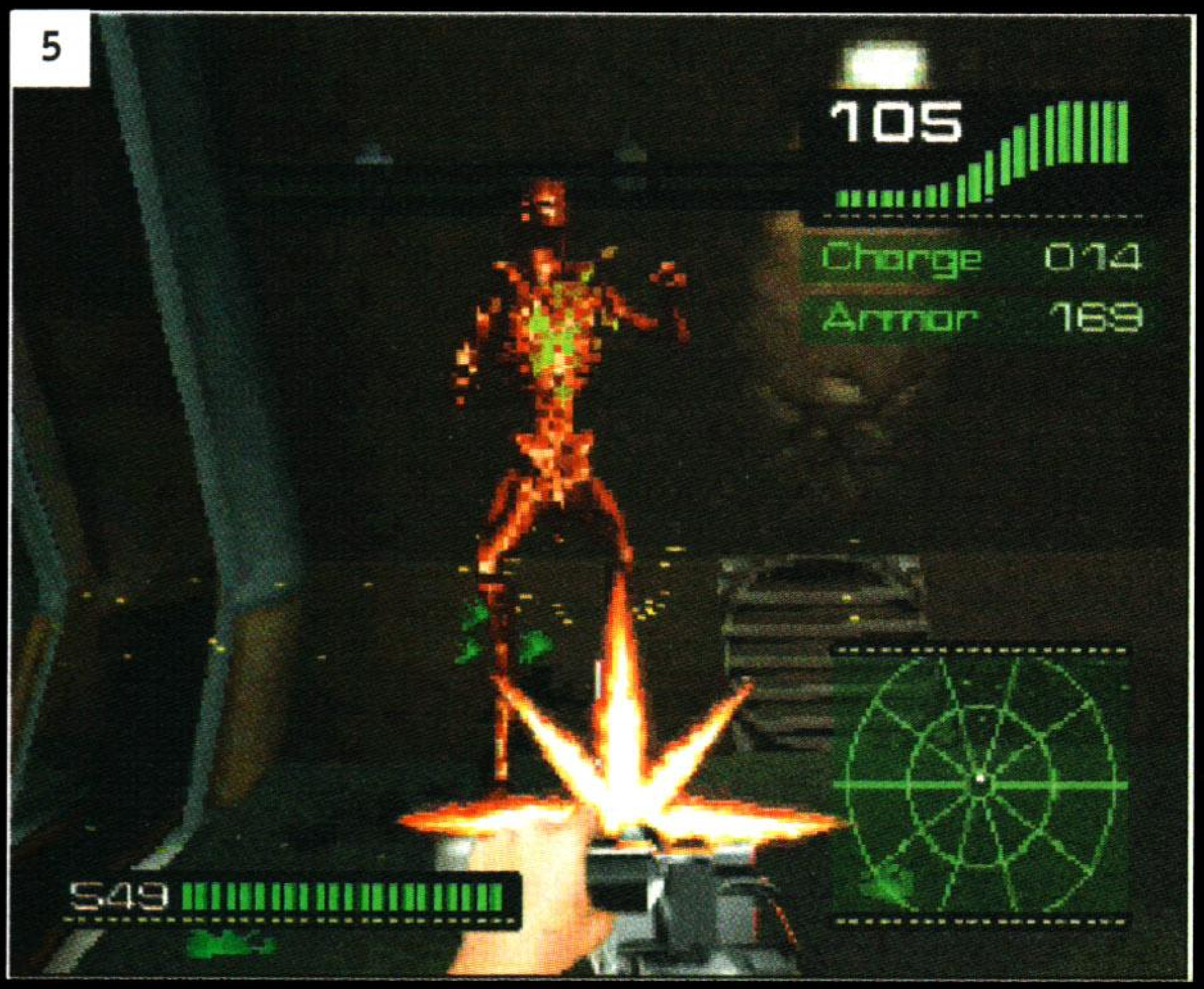
"ALIEN"

These grown-xenomorphs attack you right from the very beginning - large, fast and armoured. They're of the type witnessed in the Alien and Aliens movies, and as such they're very difficult to defeat with the weaponry supplied at the beginning of the game. The pistol's 9mm rounds are barely effective against the Aliens' hide, and four or five close-range shotgun hits are required to see off these creatures. This type of Alien doesn't crop up much later - probably as they are no match for the Pulse Rifle or Smart Gun.

THREAT LEVEL: ★★★

5. Smart Gun

The pride of the Marine arsenal, this experimental weapon is barely out of the R&D labs, but has somehow found its way to the Prison Planet in the second section of Alien Trilogy. The Smart Gun is similar in action to the Pulse Rifle only the bullets are even more damaging and they also have a small capacity to home in on their targets. For example, let's say that there's three "Dog Strain" Aliens in front of you. Fire the Smart Gun off and bullets strike all three xenomorphs, aiming the majority of the bullets at the lead alien with the remaining keeping the others back.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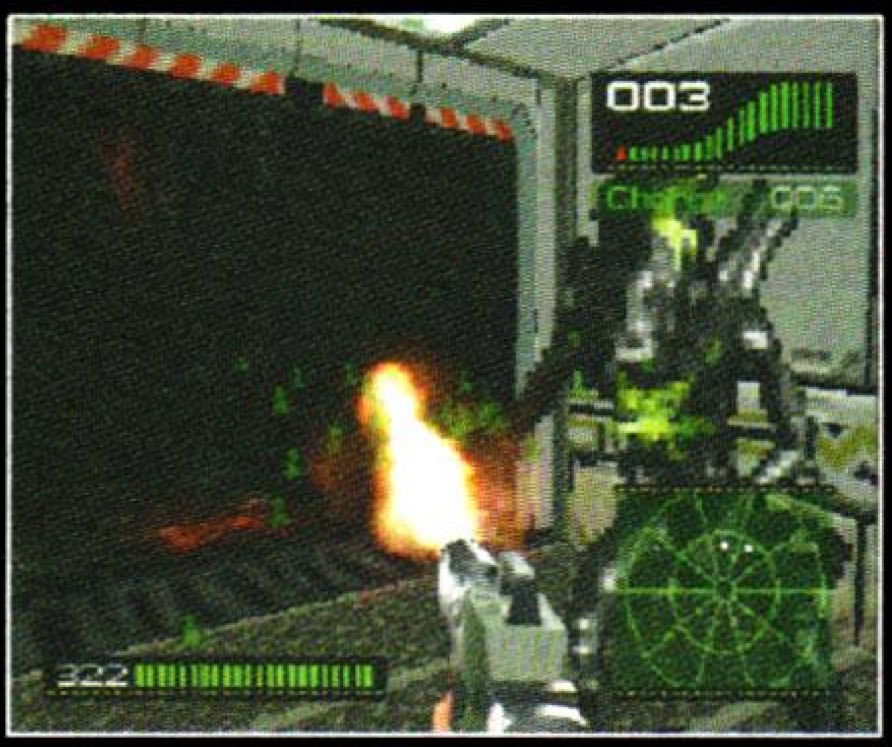
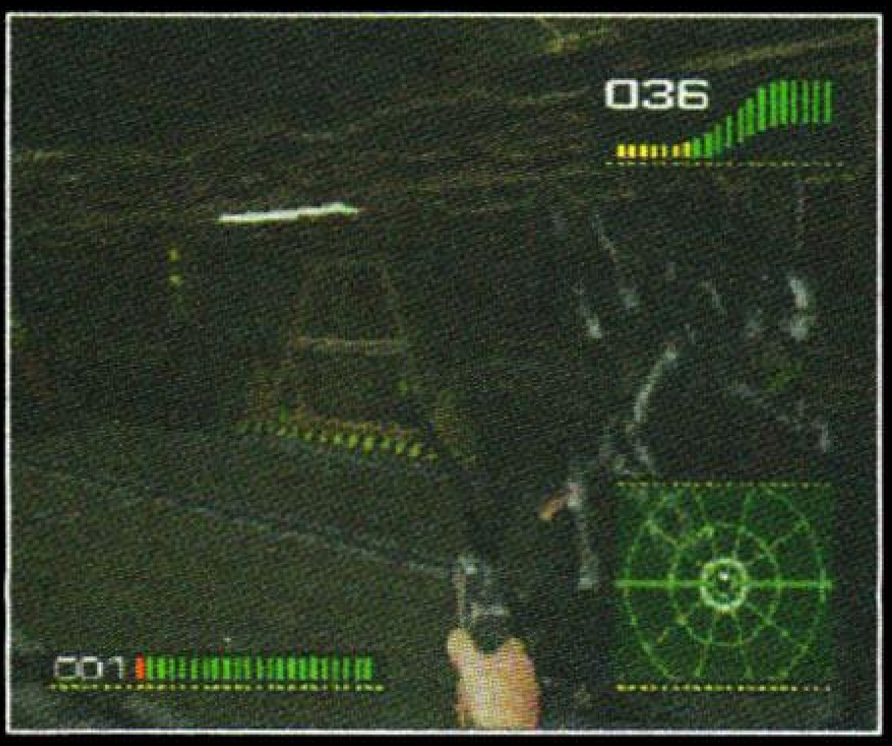
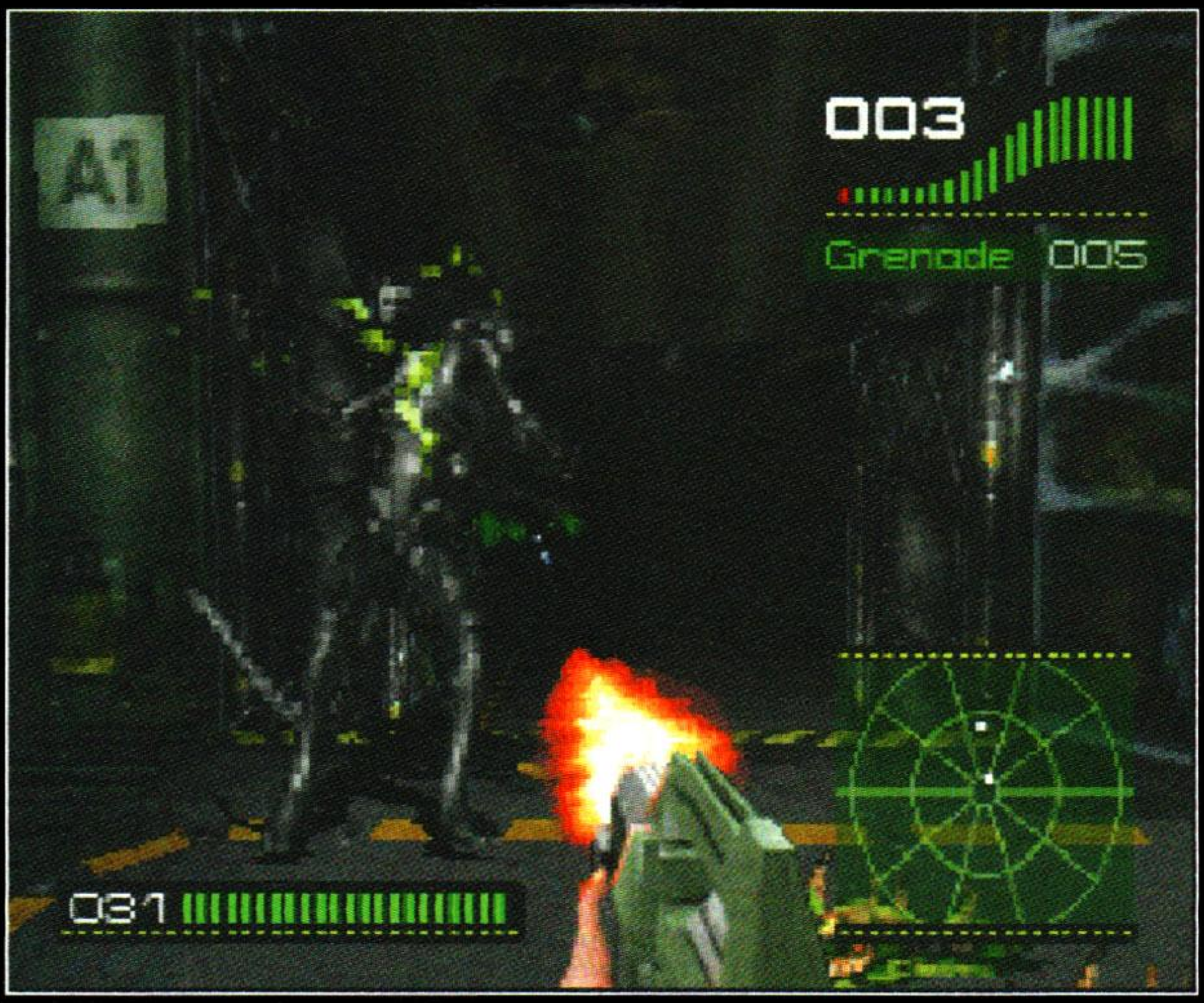




Close-quarters combat with an Alien demands suitable weaponry and there's little to match an all-out Flamethrower assault at this range (top). Locked doors become a common problem the further you get into the game (above). Powering up the relays requires battery power!



POWER-UP!

A total of ten additional collectables are available in Alien Trilogy, each with a specific function essential for progress through the game.

1. Mission-Specific Items

This includes ID tags (collection of which is essential in some missions) as well as batteries, which are used to power-up doors and gain access to new areas of the game.

2. Extra Energy

Three variations are on offer - the DermPatch (which gives back a measly point of energy), the healthier Medikit and the top-of-the-range Adrenaline Shot which takes energy up to 200 points.

3. See In The Dark

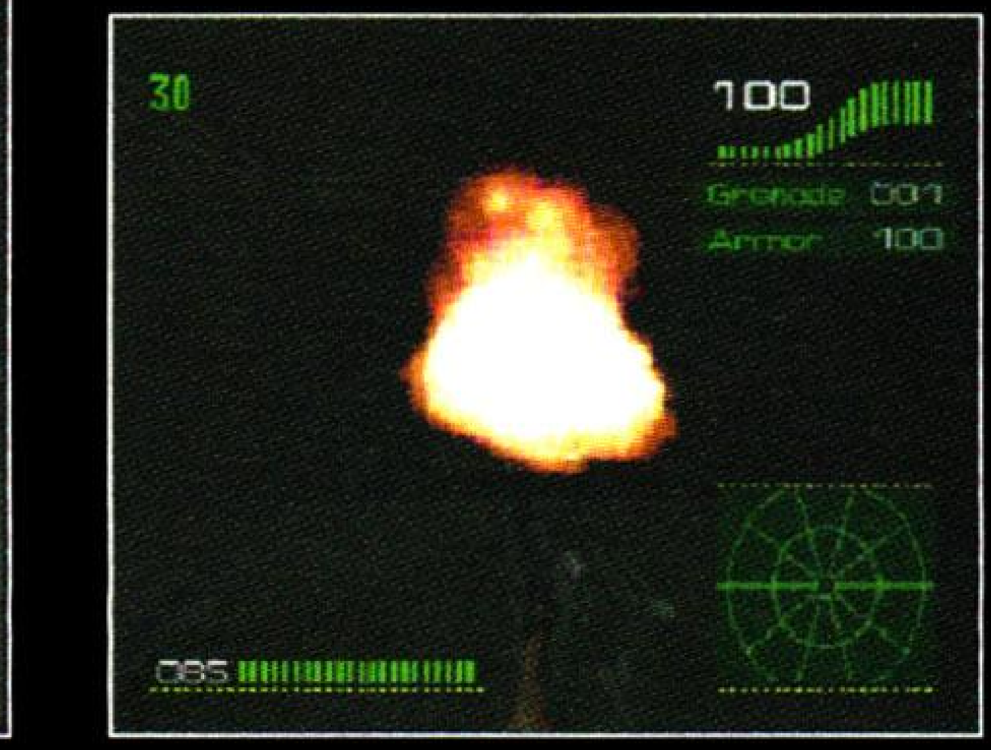
Two different items serve this purpose - the Shoulder Lamp and Night Vision Goggles. Both do the same thing, that is to illuminate the considerable darkness.

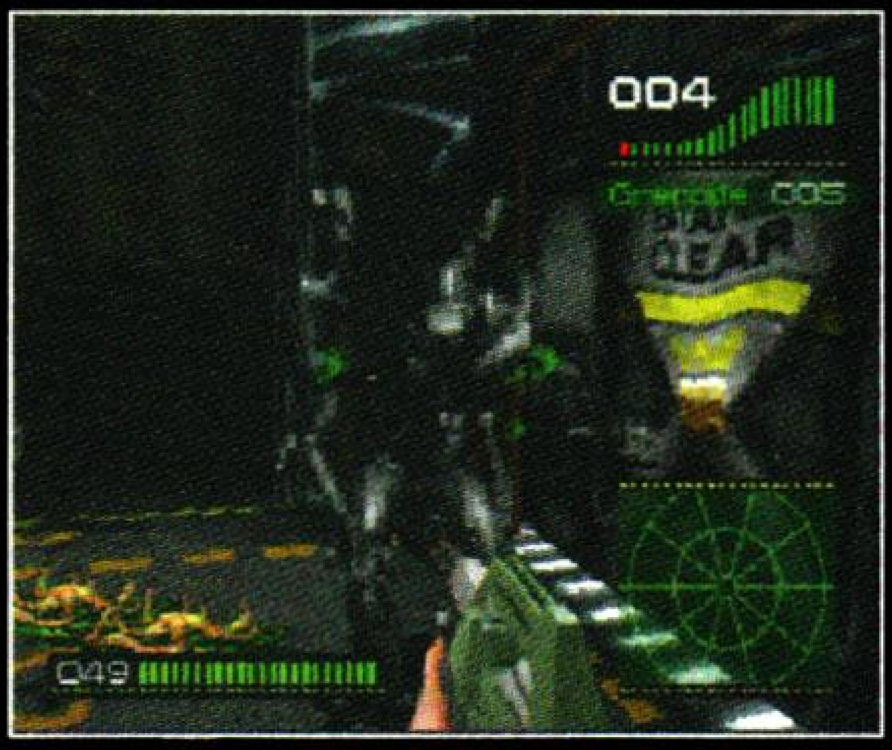
4. AutoMapper

This ingenious device allows you to get a complete look at the entire level, complete with false walls and all. Very useful indeed, as you can imagine.

5. Protection

Body Suits and Armour protect you from the acid on the ground as well as deflecting enemy fire. Armour gives 100 points of protection, Body Suits 200.



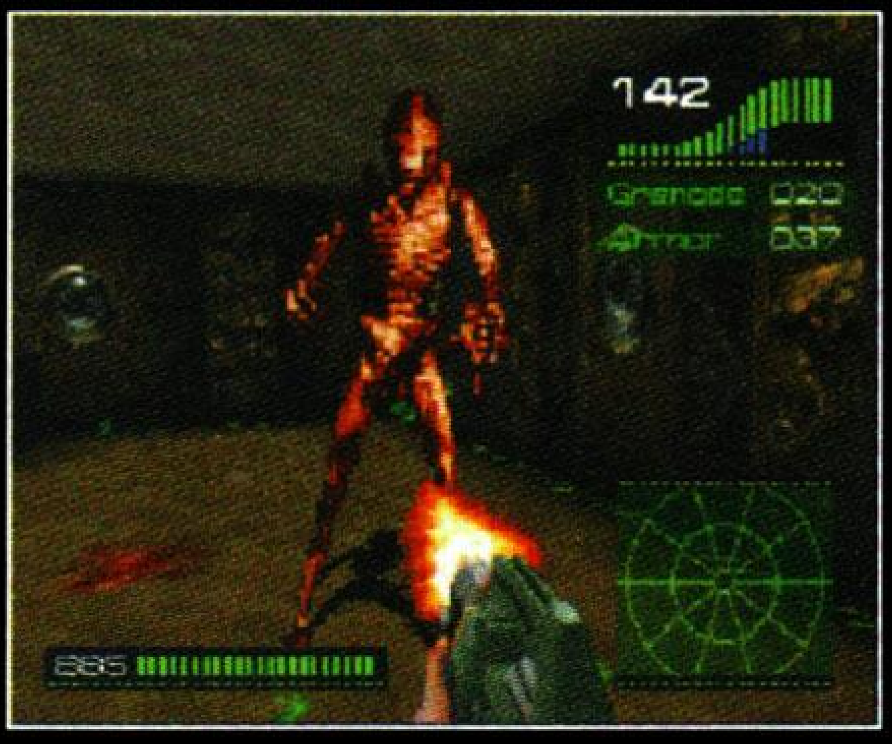


It shouldn't be too long before you're tooled up for the job of mass Alien destruction thanks to the wonders of the Pulse Rifle - the in-built grenade launcher blasts walls apart (top) and the rapid fire action makes it a great weapon to use against Aliens (above).

A trio of hardcore levels await, each based on a particular Alien movie!

SECTION ONE: DESTINATION LV426

Alien Trilogy rearranges the order of the movies to provide a more coherent storyline and starts out by missing out on the original Alien and jumping straight into the James Cameron sequel. The section of the game begins with you clearing the way for the marines to occupy the area as you infiltrate the complex, destroying all evidence of Company attempts to secure Alien samples for their bio-genetic weapons division. Other tasks for Ripley to complete basically take the form of making the environment safe, collecting ID tags to get some scale of the Alien invasion before moving on to the Queen's lair. The population of this particular section of the game is faithful indeed to the Aliens movie. The basic Alien is the most common adversary (as is to be expected), backed up by a range of FaceHuggers and the occasional ChestBuster. Eggs become more common the deeper you get into the complex - and of course, there's an egg chamber on the last, thirteenth level of this particular section.



SECTION 2: PRISON PLANET

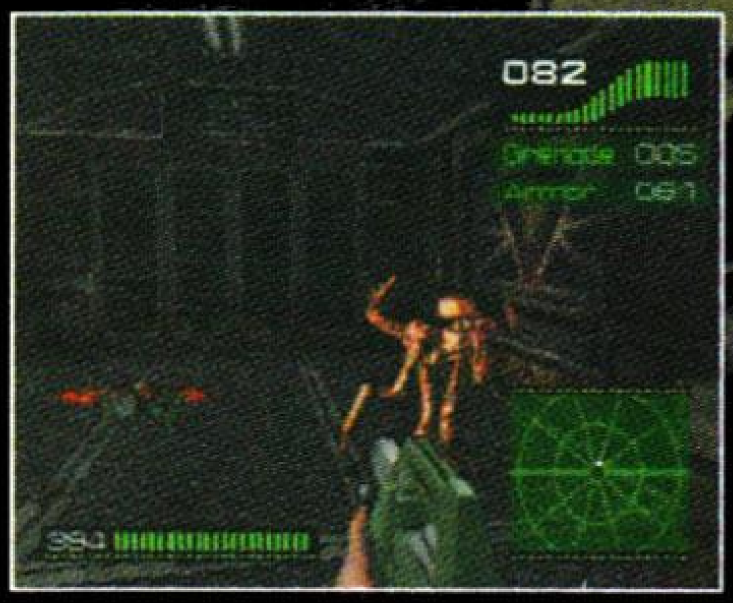
After escaping from LV426, Ripley's next port of call is the Prison Planet depicted in Alien3. As you can see from the screenshots, programmer Probe have pulled out all of the stops in producing graphics which accurately mirror the dark, forboding, technologically backward world shown in the less-than-acclaimed conclusion to the celluloid Alien Trilogy. The objectives in this second section remain very similar to the first - secure the area, wipe out aliens and destroy all attempts to smuggle alien samples back to the Company. The prison inmates have had a long time to fortify their positions and thanks to Company aid they have access to far superior weaponry - better even than the marines themselves.

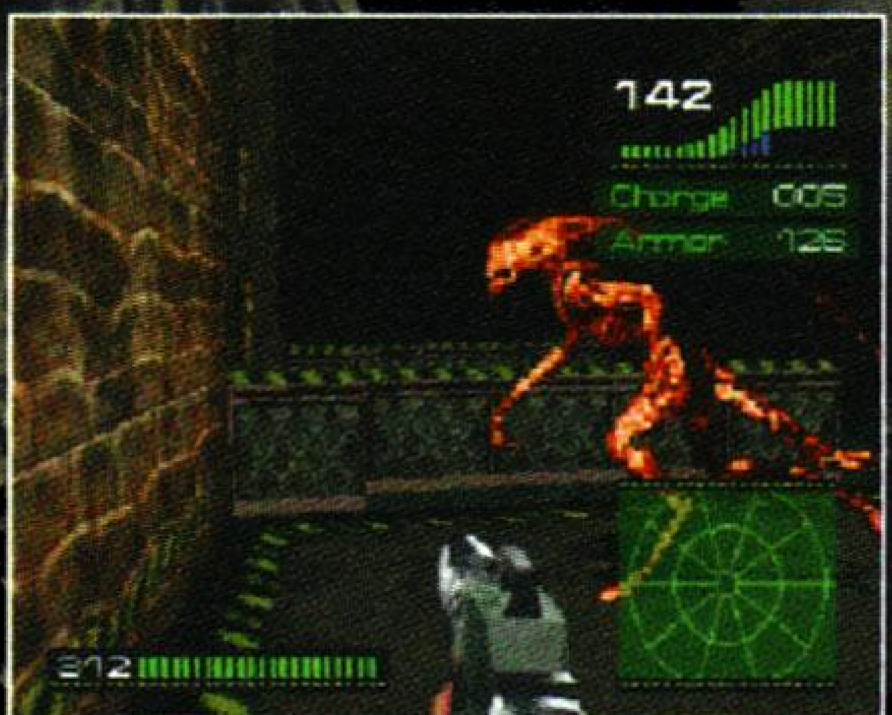
XENOMORPH FILES #4

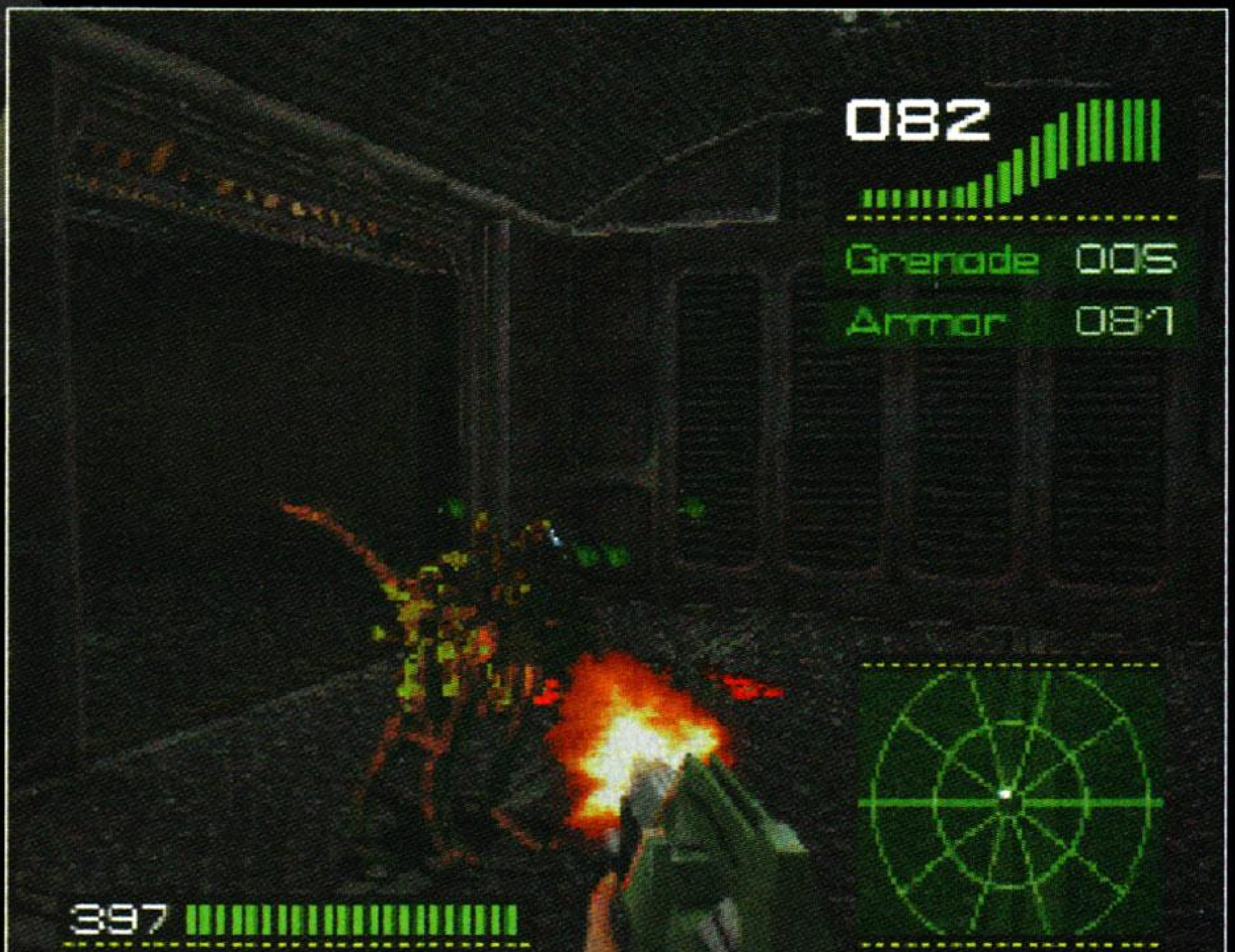
"BAMBI-ALIEN"

Cropping up in the second section of Alien Trilogy, the so-called Bambi Alien is a four-legged strain of xenomorph which eventually grows up into the powerful "Dog Strain" variety of the creature. At this stage in their development, they're extremely easy to destroy - you will definitely have the Pulse Rifle in your possession by this time and two shots of that particular weapon are enough to kill this type of xenomorph. They don't even attack in groups. Cannon Fodder, basically. Enjoy it while you can.

THREAT LEVEL: ★★







Lifts are commonplace (above), as are Alien ambushes as soon as you set foot on them. A "bambi"-type Alien bites the dust in an explosion of acid (right). Those aliens are peculiar to the second stage and are ridiculously easy to defeat in battle.

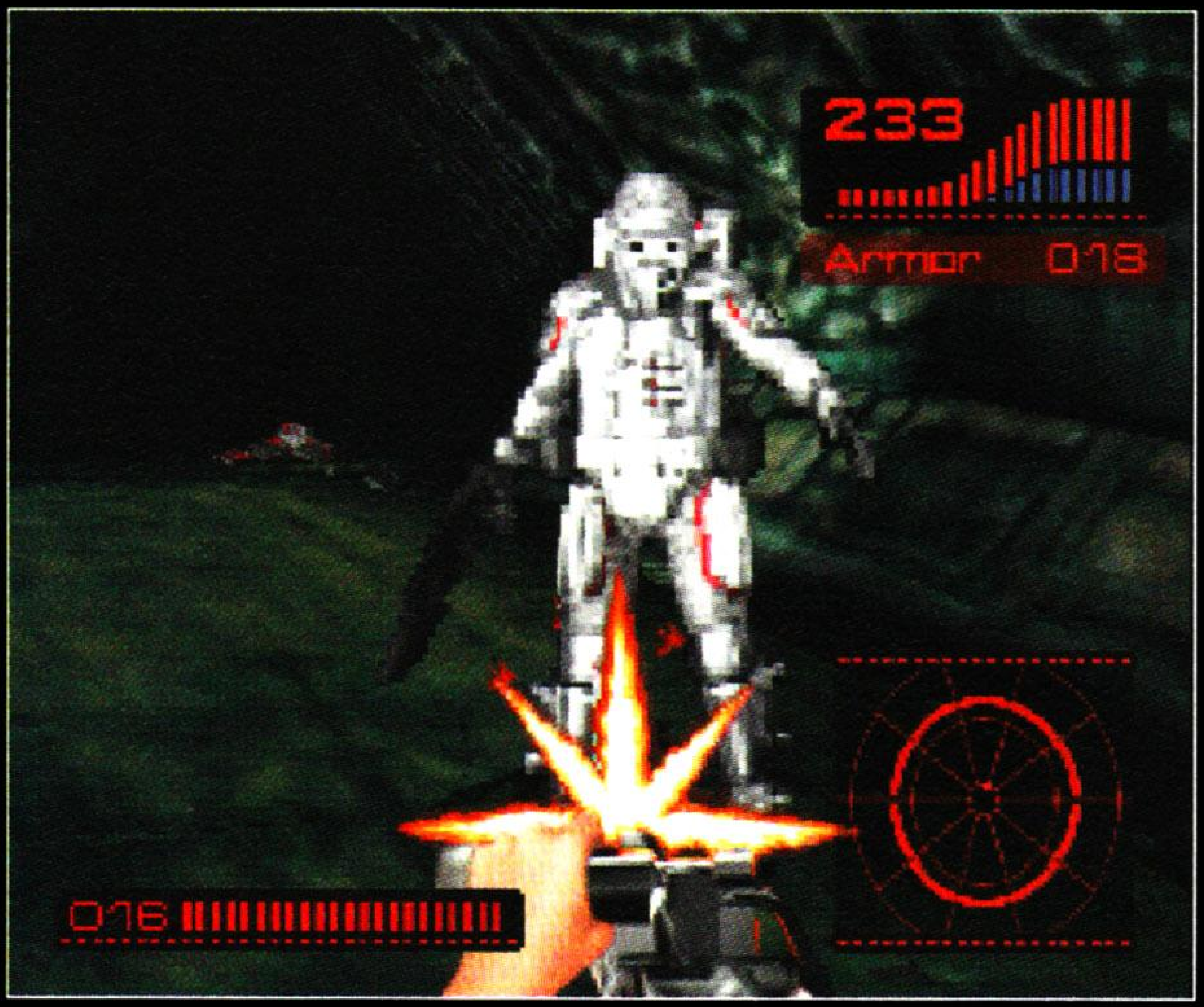
SECTION 3: THE "BONE SHIP"

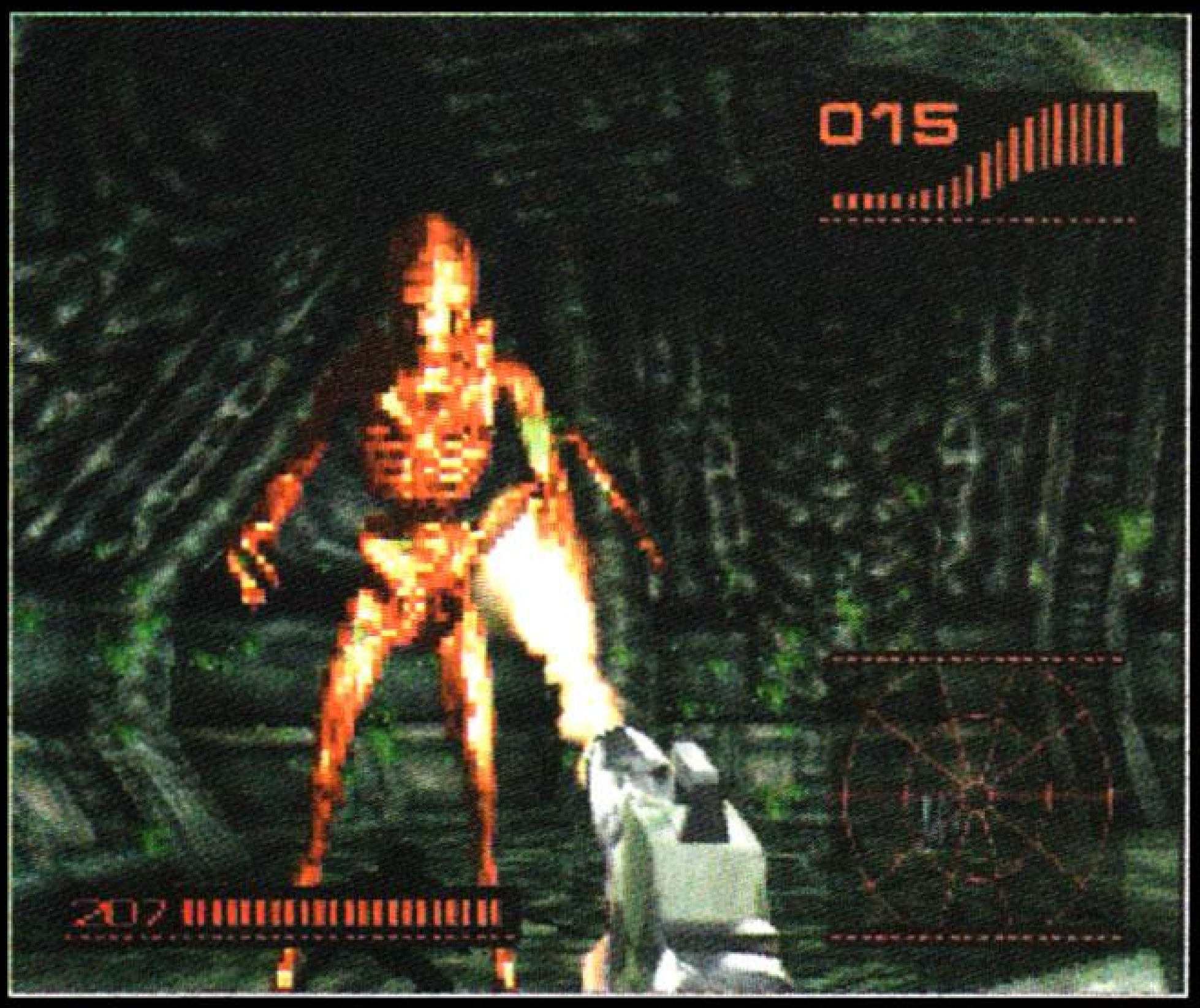
Blaming the outbreak of the xenomorph infection on the events of the first Alien film (which isn't actually a part of the game), the battle-grizzled Ripley is sent from the Prison Planet directly to the "Bone Ship" of the first movie - the aim being to destroy the Aliens at the source.

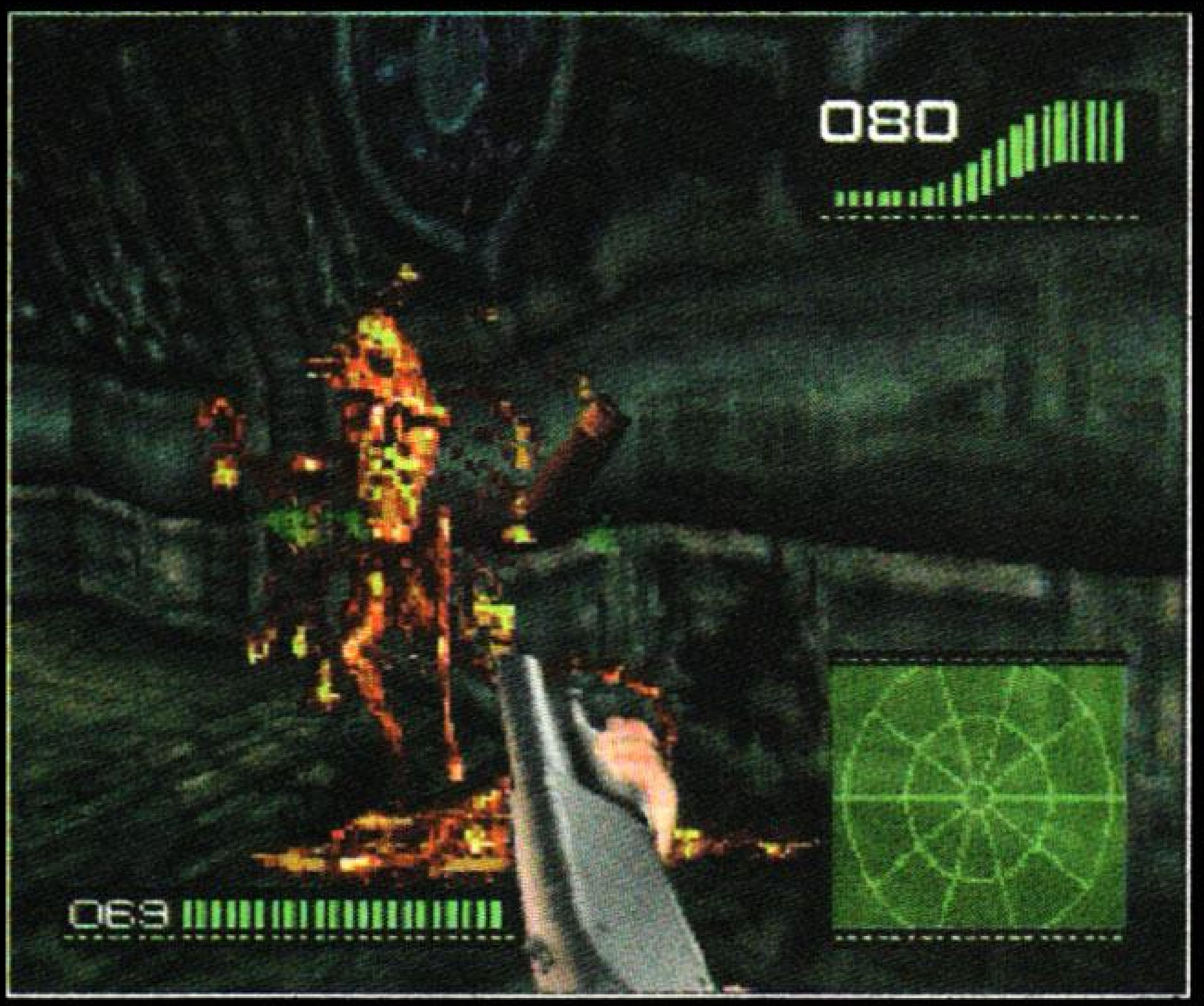
This level is graphically incredible, successfully recreating the Giger-spawned surrounds which made Alien such a visually distinctive movie. The PlayStation's graphical capabilities are stretched here with a variety of transparent textures and 3D trickery being used to excellent effect.

As you might expect, this final stage is the most taxing of all. The puzzles require far more effort from the old brain cells in this section and the Alien onslaught is swift and unforgiving, with just the first level throwing multiple "Dog Strain" xenomorphs and body-suit protected Company Agents (who now fire grenades at you!) at you at an incredible rate of knots.

We're going to be deliberately vague about this stage - it takes a fair degree of effort to complete the first two, and **MAXIMUM** is not about to reward those who aren't prepared to put in the effort themselves.







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Armor 018

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Armor 067

The beginning of the "Bone Ship" stage sees Ripley up against the most vicious of Alien species - the fearsome "Dog Strain". These guys seem to be totally unfazed by fire (top), but repeated abuse from the shotgun (above) seems to do the trick.

Can you defeat the monstrous Alien Queens at the end of each section of the game?

CONFRONTING THE "QUEEN" ALIEN

At the end of each of the three sections found in Alien Trilogy, you find yourself in the chamber of the "Queen" Alien, so-called because she produces the eggs which open to reveal the FaceHuggers.

In these stages you have three worries: the eggs, the resultant FaceHuggers and of course, the Queen herself who is by far the most powerful Alien found in the game. Definite tactics are required to succeed in these stages and **MAXIMUM** has found the best strategies.

First of all, it's important to note that the Queen herself is dedicated to producing eggs - she will not come after you straight away, preferring to nurture her young. This gives you some leeway to blast away at eggs, removing the threat of FaceHuggers. Use shotgun fire to do this as you need your heavy ordinance to take on the Queen when she gets really angry.

Locate the Queen and blast away at the eggs furthest away from her, preferably out of her line of sight, before mopping up the remains near her. When most of the eggs are gone, the Queen gets just a tad annoyed and breaks free from the egg sac, with the intent of murdering you in quite a vicious fashion. At this point it should be just you and her. The job ahead of you is now clear: use all of your grenades and seismic charges on the Queen before switching to Smart Gun or Pulse Rifle fire (if you're on the first section you will only have the latter weapon). The Smart Gun is so powerful the Queen can't reach you at close-quarters as the impact of the shells sends her flying. If you're on the first section using the Pulse Rifle find the ramps that lead to slightly higher ground and gun down the Queen from that vantage point.

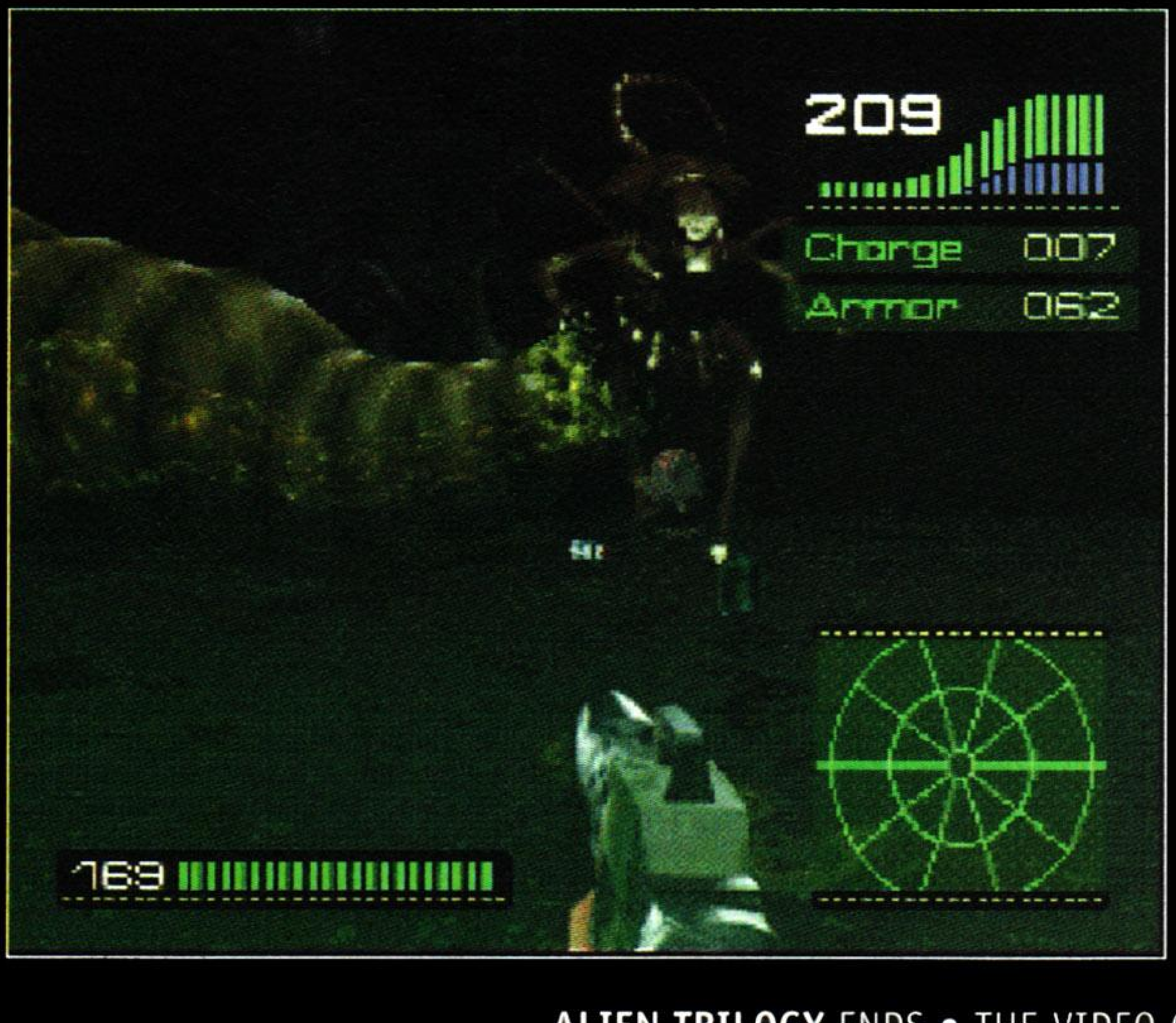
These tactics work fine against the Queens in the first and second sections of the Trilogy, but what xenomorph menace awaits at the climax of the game? **MAXIMUM**'s lips are sealed...

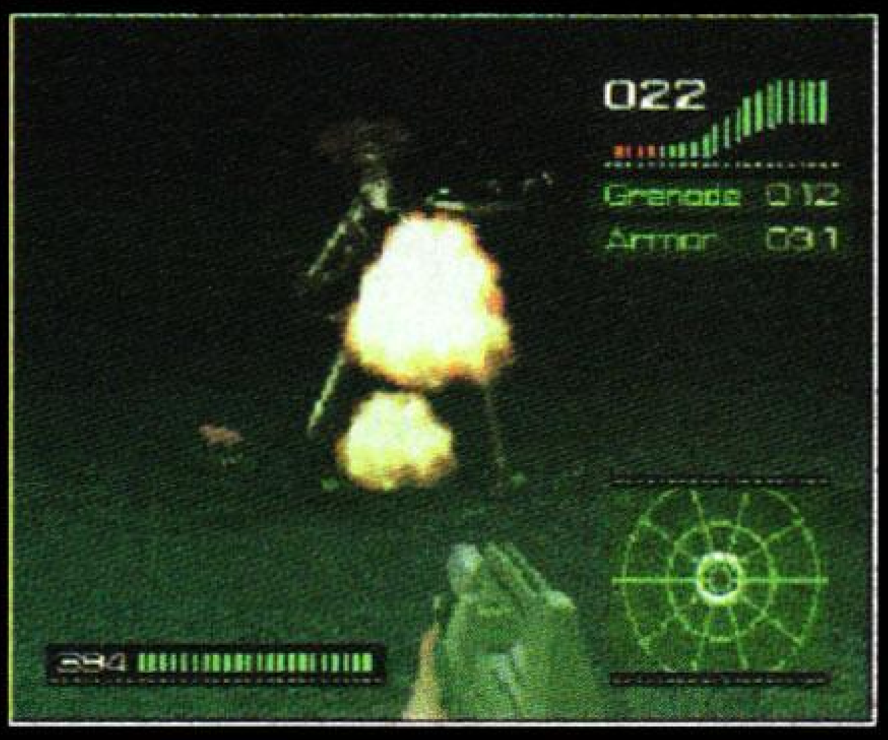
XENOMORPH FILES #5

"DOG STRAIN"

The result of DNA-splicing, the "Dog Strain" Alien is the result of a FaceHugger inseminating a canine, with the resultant "ChestBuster" taking on the traits of the animal. The first set of "Dog Strain" Xenomorphs you encounter are not yet fully matured and as such, they're about as dangerous as the common Alien. By the end of the second section of the game you're facing the fully grown variety and they're extremely tough, taking over ten rounds of Smart Gun fire to successfully destroy.

THREAT LEVEL: ★★★★





The first trick to use on the Queen involves firing off multiple grenades (top). To the left you can see the Queen disconnecting herself from the egg sac and running straight for Ripley. This is an okay state of affairs to be in, as long as the eggs have been dispatched.

SS THE DRAGOON RETURNS!
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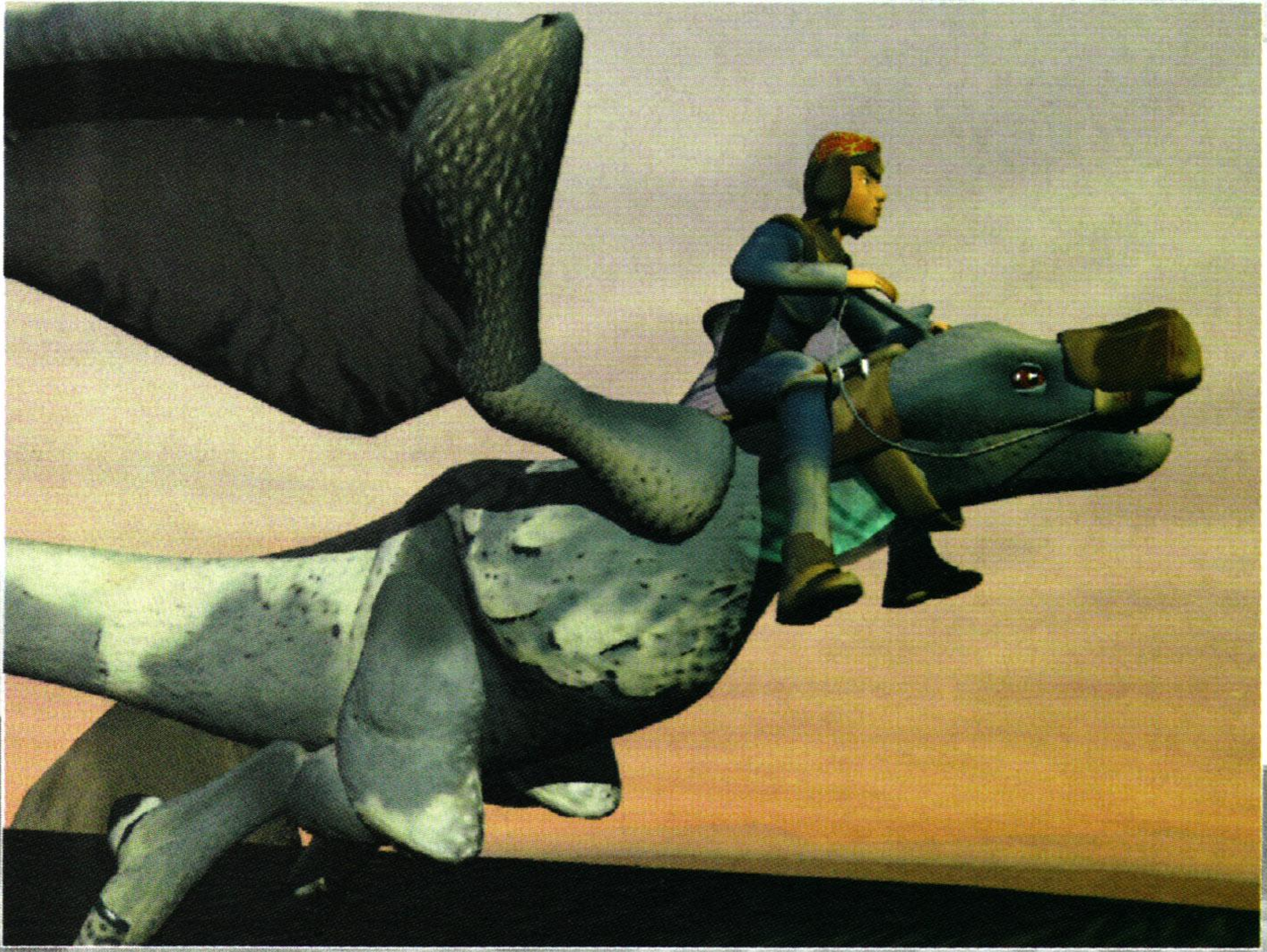
PANZER DRAGOON ZWEI - SPRECHEN SIE HARDEN COREN?

Saturn blasting action reaches new heights with this incredible sequel!



Prepare yourself for the best Dragoon yet!

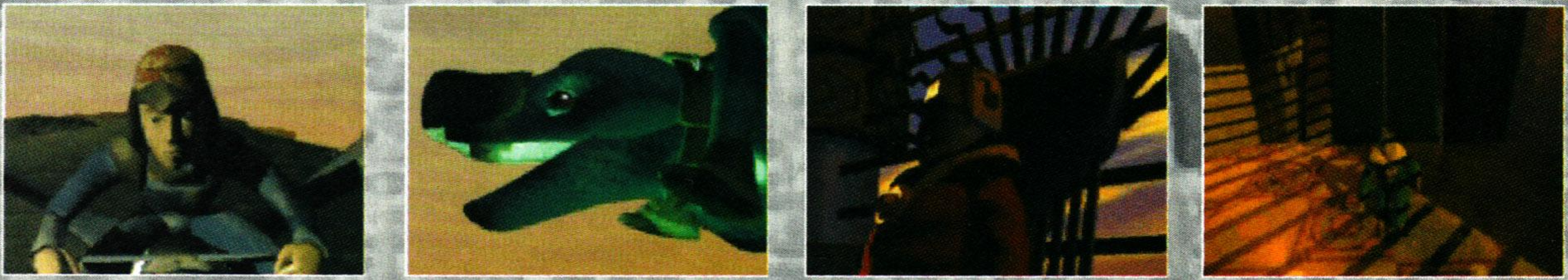
In an alternative reality to our own, one where technology has advanced based not on electricity, but on steam and steel, a powerful force known as the Empire rule the land with an iron fist. From a vast floating city high in the clouds, the Emperor travels the expanse of his kingdom accompanied by an army of inhuman minions, instilling fear in the simple village folk and insuring that they don't object to the dehabilitatingly high taxations he imposes.

One night, the Emperor has a prophetic vision in which he foresees his imminent destruction at the hands (or rather talons) of a mythical dragoon with strange powers, piloted by a fearless warrior. Fearing the authenticity of this dream, he immediately orders the execution of every dragon in the land, threatening the indigenous population with destruction should they not report, and indeed terminate, every and all instances of new born dragons.

Meanwhile, in the small farming town of Alcazar not far from the Empire's fortress, a small boy by the name of Randy watches as his fellow villagers, fearing the wrath of the Empire, ruthlessly kill a stray baby dragon that wonders into the town centre. Returning to his humble shack in the village rooftops Randy is surprised to see that another baby dragon has taken refuge in his bedroom, and rather than report the reptilian scoundrel to the Empire, he decides to keep her, and secretly nurture her as his pet.

A year passes, and the creature has now developed into a fledgling dragon called Ugi, capable of running at incredible speeds. Though she has not yet developed the power of flight, Ugi is large enough to ride, and the Randy enjoys taking her out for regular exercise in the nearby mountains. One day, whilst returning from one of these treks he spies to his amazement the Empire's floating city patrolling above his own village! What could they possibly be doing here? But before he has time to think of an answer the ship unleashes a devastating blast of demonic energy that annihilates most of Alcazar in a matter of seconds. Horrified, and oblivious of the immediate danger, Randy ventures into the crumbled ruins of his home to search for survivors...

As you can see from the shots on this spread, the graphical quality of the CG FMV scenes in Panzer Dragoon Zwei are in no doubt. This must rank as one of the most impressive intro sequences yet seen! Prepare to be truly amazed!



THE DRAGOON IS BACK!

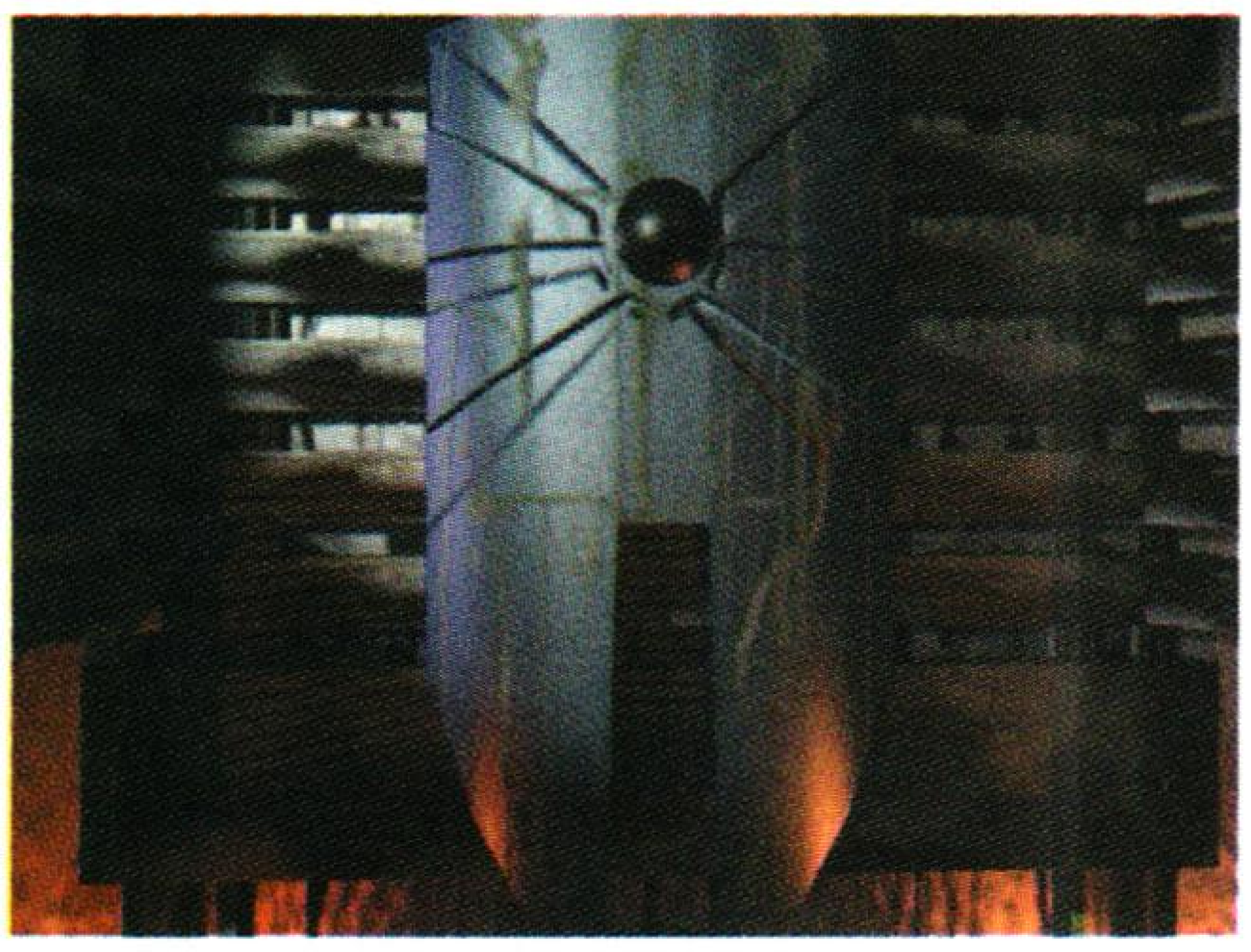
Having been highly impressed with the original Panzer Dragoon back in issue #1, **MAXIMUM** has closely followed the development of this incredible title since it was first revealed to us late last year. Since then the game has come on in leaps and bounds, with each progressive version wowing us with steadily improving graphics and sound. Now, the finished version is finally ready for release, and **MAXIMUM** are glad to report that Panzer Dragoon Zwei is nothing short of astounding. Prepare to witness a game that pushes the Saturn to its absolute limits.

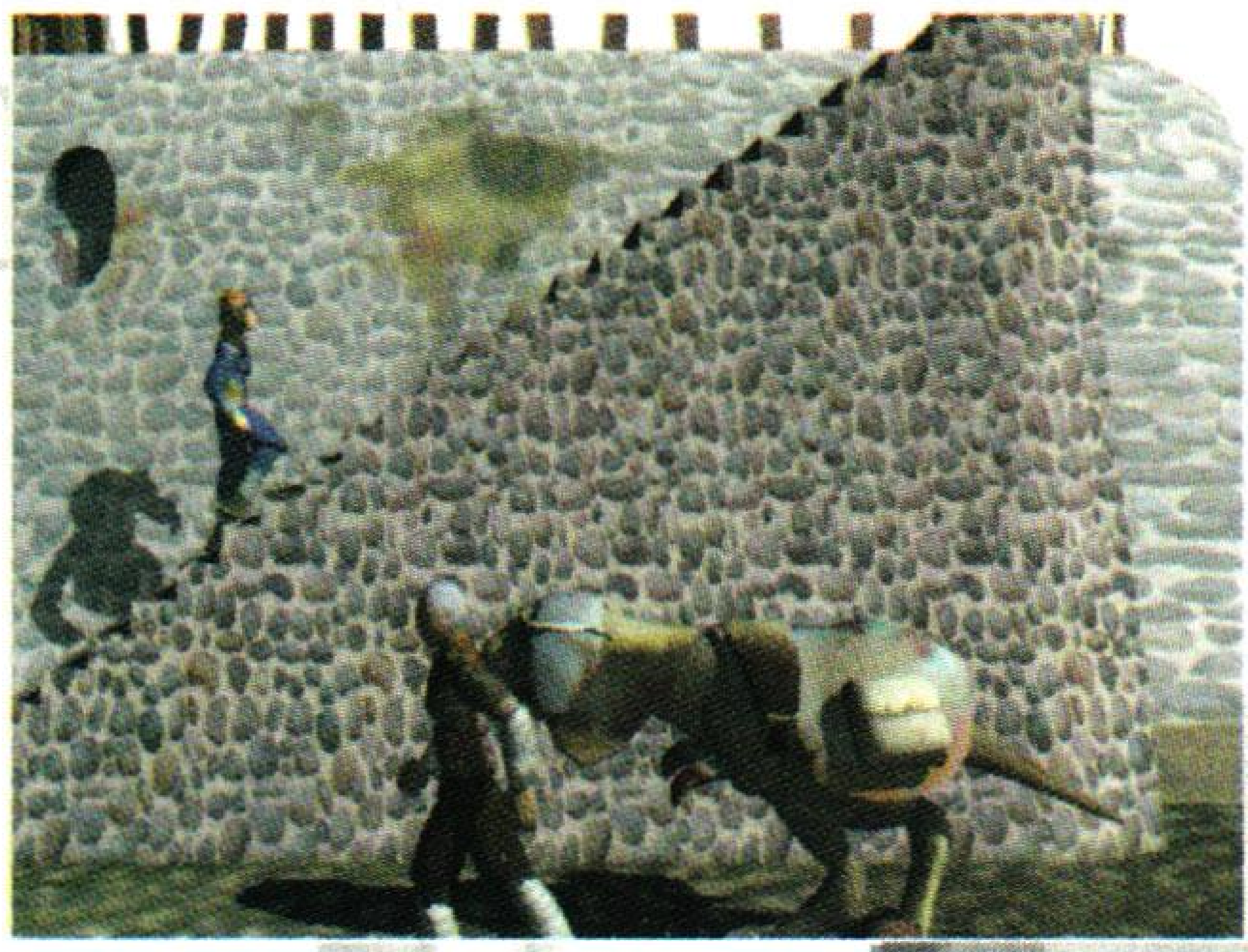
A LEGEND IN THE MAKING

Based loosely on the work of French graphic artist Jean Giraud's stories, the game takes the form of an Afterburner/Space Harrier style first person perspective 3D shooter, with the player guiding the hero and his dragon through seven awesome episodes of non-stop arcade action, blasting anything and everything that crosses their path. The structure of the game is very similar to the previous Panzer Dragoon, albeit with a number of significant improvements, so fans of the original will feel right at home with the general premise and control of this superior sequel.

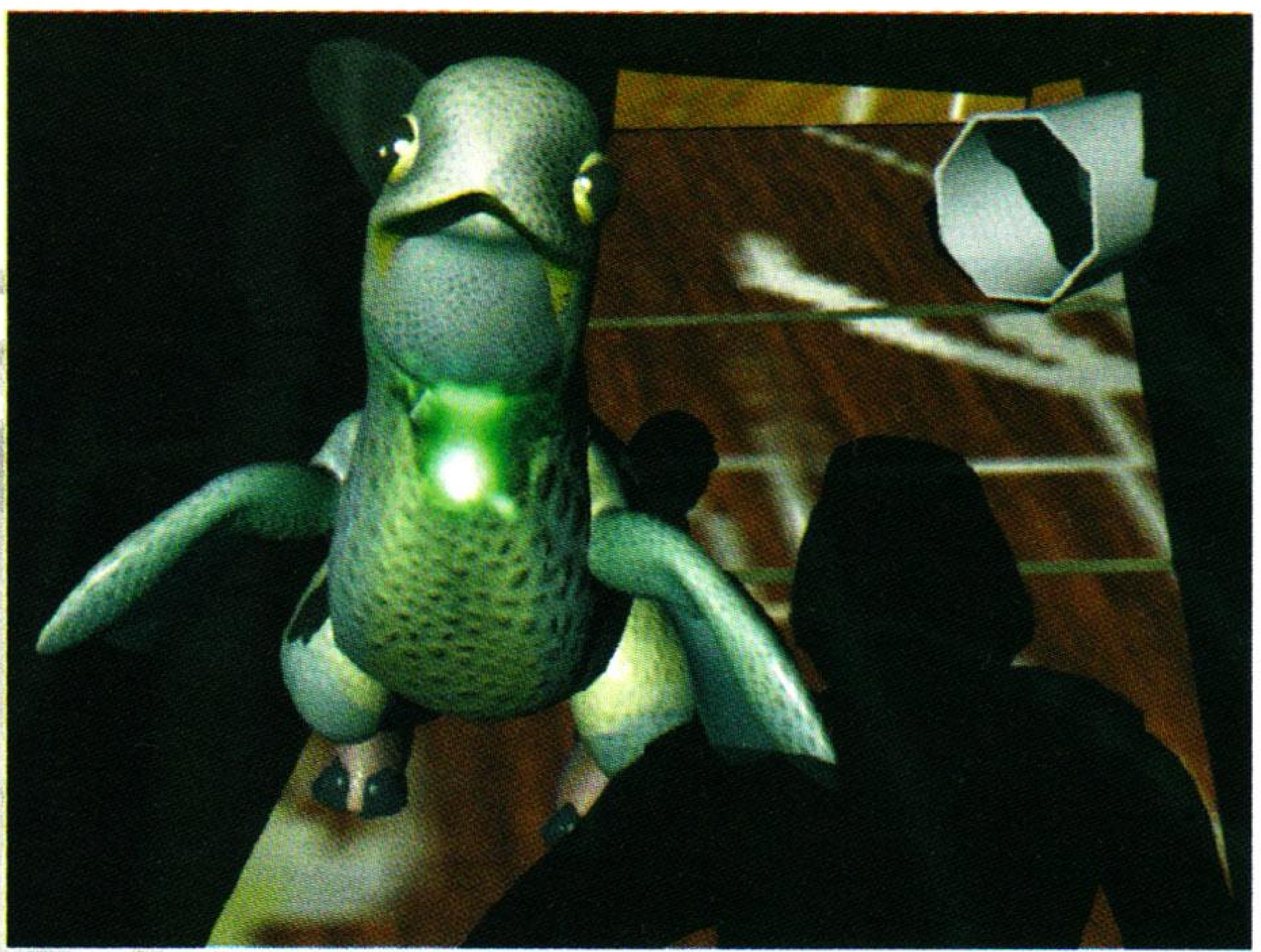
IT'S GOT THE LOOK

Whilst Panzer Dragoon Zwie shares many similarities with its predecessor, it exceeds the original in absolutely every department, particularly with its vastly improved visuals. Panzer Dragoon's biggest achievement was its revolutionary graphics, and with this sequel Team Andromeda have really pushed the envelope of cutting edge 3D technology. Both the amazingly smooth in-game polygon action and the jaw-dropping rendered CG FMV sequences prove the Saturn to be (in the right hands) a machine of unmatchable power, and we are once again left wondering just how much more Sega has in store for owners of its little black box.





The machine at the centre of the evil Empire's power (top) while Randy returns to his rooftop home after witnessing the execution of a stray baby dragon (above).



Panzer Dragoon Zwei features a highly imaginative environment cleverly crafted from an effective combination of both polygons structures and scaleable sprites, inhabited by an army of fully texture mapped polygon creatures including some of the most spectacular end of level bosses we've ever seen. This allows the the game engine complete flexibility when viewing the action, and indeed the gameplay takes full advantage of this freedom.

Whilst riding your dragon pressing up and down on the d-pad not only moves your dragon and aiming sights in the corresponding direction (on the flying sections) but also shifts the perspective of the in-game 'camera' to allow the player to view the landscape both above and below the current altitude of your steed. The Saturn pad's shoulder buttons are also employed to perform instant 90 degree view rotations of the game camera. Tap 'L' once, and your view swings around to the left of your dragon. Tap it again and your view switches to the rear of Ugi, looking out behind you for any deviant enemies attempting to perform dastardly acts on your rear.

VIEW THE ACTION FROM ANY ANGLE!

TRAINSPOTTING?

Like its predecessor, the action in Panzer Dragoon Zwei takes place on predetermined 'rails', meaning that while you are allowed a certain degree of freedom to manoeuvre Ugi, she follows a set course through the various levels at a set speed. This has allowed Team Andromeda to add an unparalleled degree of cinematic theatricality to the proceedings, with a soundtrack that swells and falls in accordance to the action, and some incredible action set-pieces that have to be seen to be believed. Also, new to Panzer Dragoon Zwei are in-game cut scenes that reveal developments in the story as you actually play. For instance, on the 'Starting Destiny' episode when you first encounter the Empire's floating city the camera pans up with the evil dragon larvae to reveal the awesome craft filling the screen, before returning to the earth as it drops a vast boulder right behind you! These in-game scenes normally only a last a few seconds, and are marked by the materialisation of slight widescreen borders around the action. Once these borders have disappeared control is handed back to the player.

BIG, HARD AND LONG

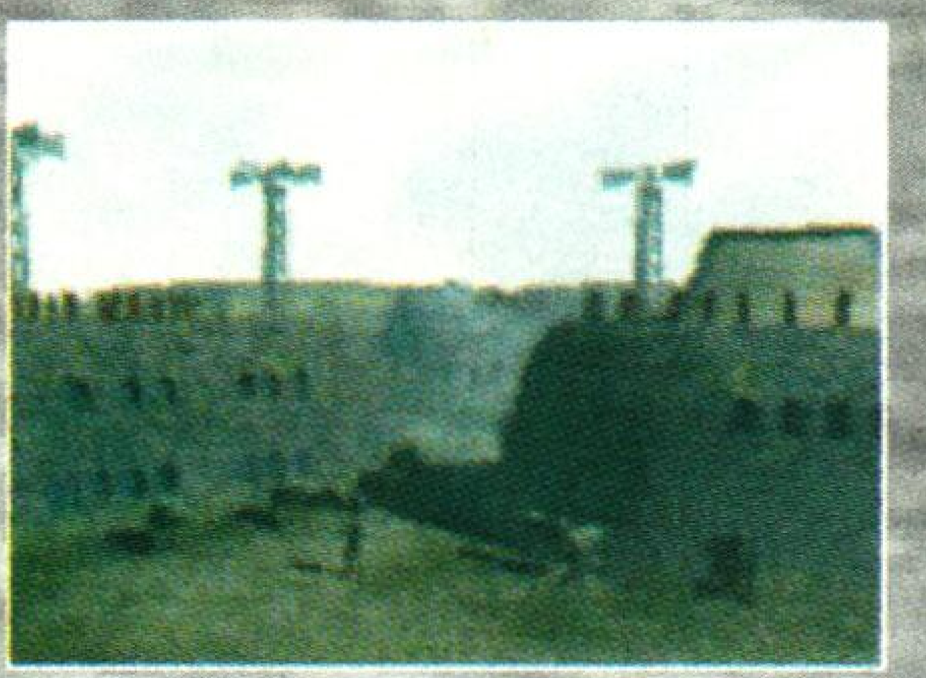
One of the greatest criticisms levelled at the original Panzer Dragoon was that the whole experience was rather brief, comprising as it did of several straight forward linear levels. Well Team Andromeda have taken those criticisms on board, and have updated Panzer Dragoon Zwei to provide multiple routes through three of its seven levels, as a well as a whole host of performance-related variables that adversely effect the game.

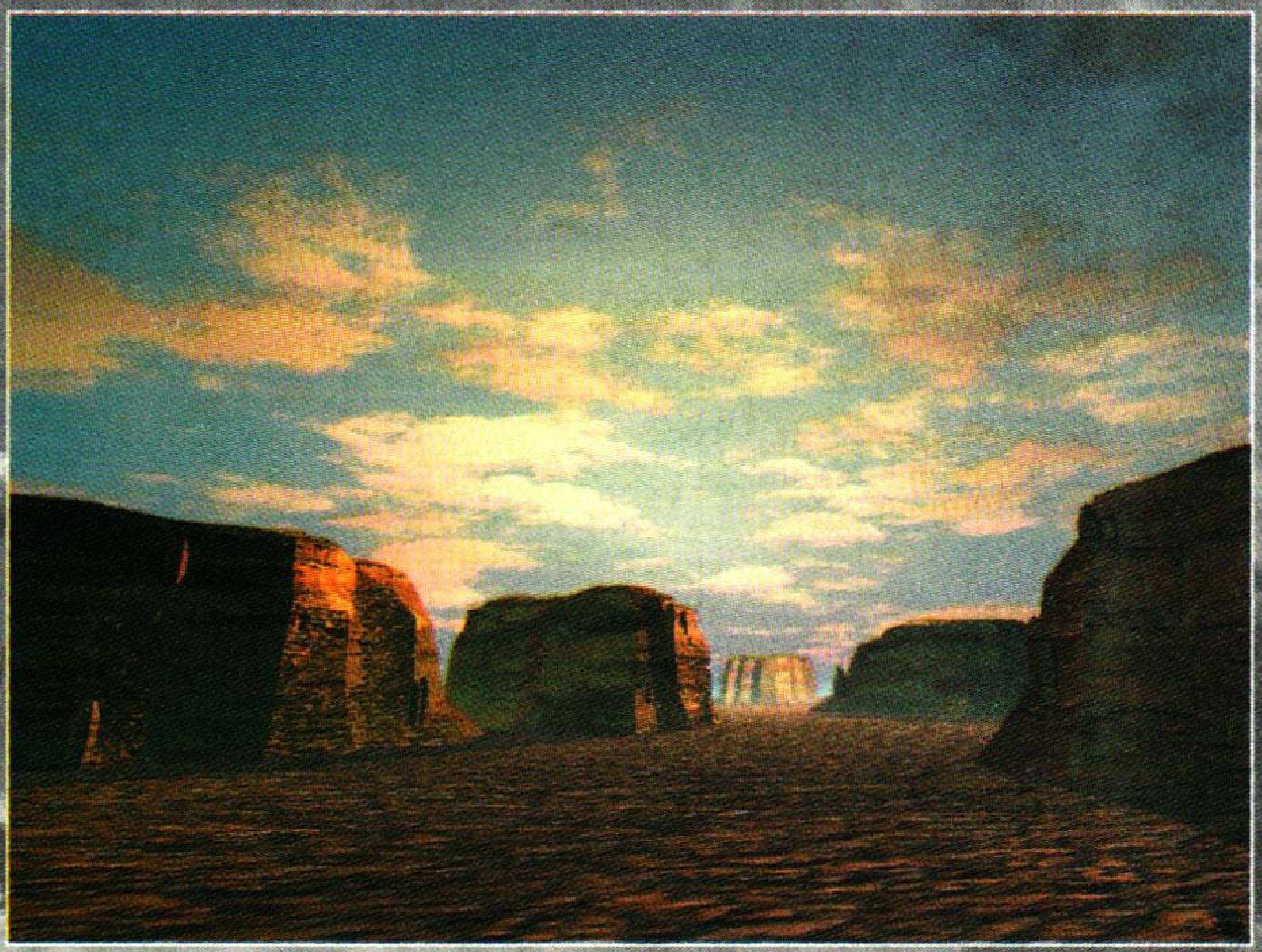
MULTIPLE ROUTES

At specific points on levels two, three and four the player has the opportunity to choose their destiny by selecting between different routes through the rest of the stage. Of course, in order to consistently follow the route of your choice you have to be able to first identify the junction points, but once you've ascertained where the levels split you can spice up your game by selecting the more difficult routes for extra bonus points.

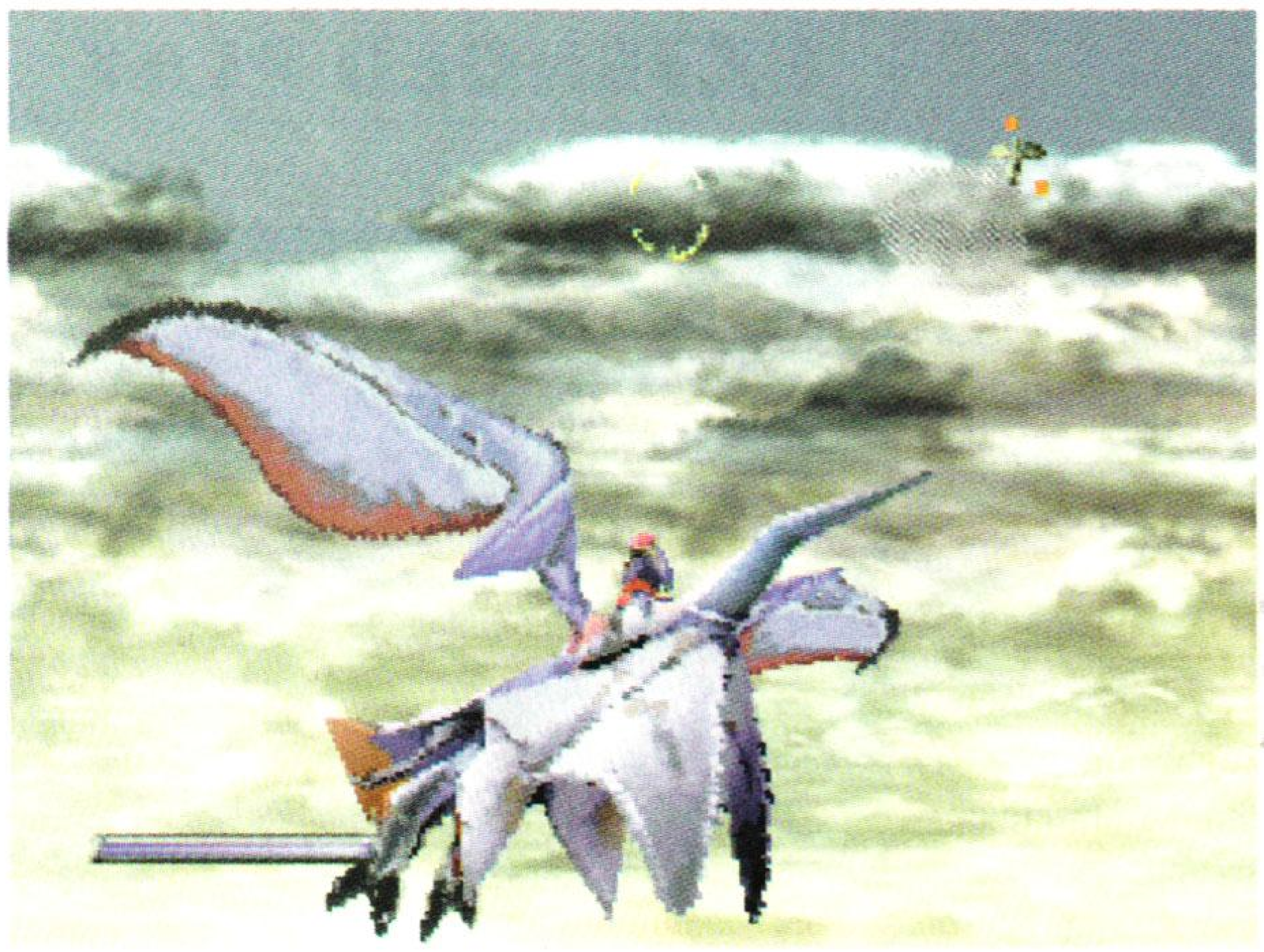
BY LAND OR BY AIR

In the original Panzer Dragoon all the action took place in the air, with the player piloting an experienced adult dragon of considerable power. In Panzer Dragoon Zwei however, the action begins when your dragon is just a mere hatchling, and has yet to master the finer art of flying. This means that for the entire first episode, and at various intervals during the later stages, Ugi is restricted to running along the ground to make progress through the landscape. This makes for some brilliant character animation as the ground based winged serpent bobs and weaves convincingly, while the feeling of freedom you get when she finally lifts off in the second episode is positively liberating.





The mountain path through which Randy and Ugi must venture in Episode Two (above). Randy is horrified by the brutal execution of the baby dragon by his fellow townsfolk (left).



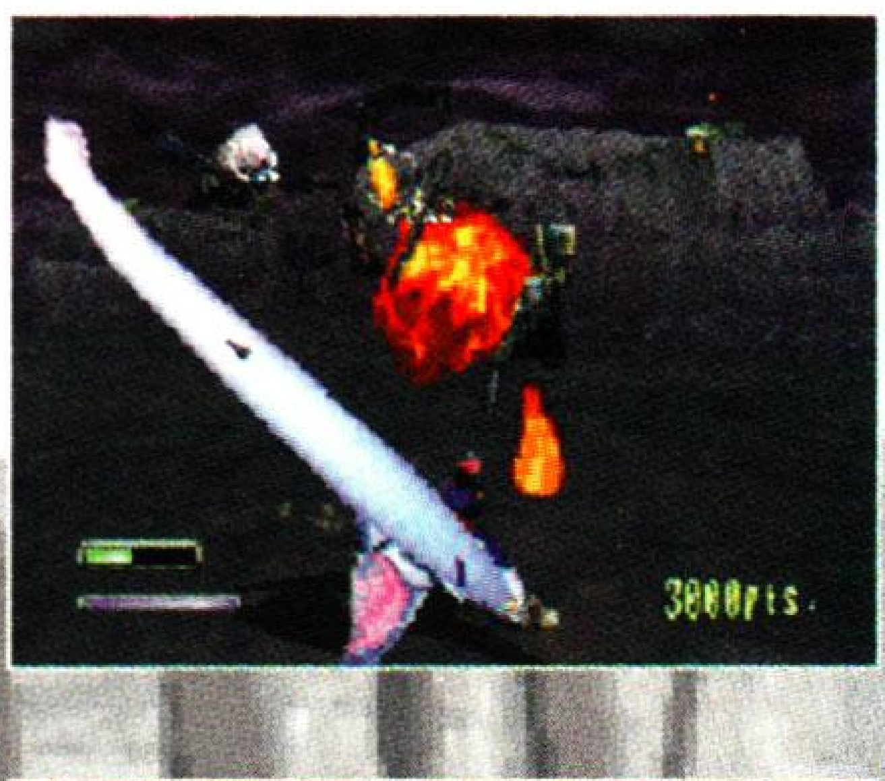
Panzer Dragoon Zwei is a game of many secrets... Just how do you get the most powerful dragon in the game (that's it, above, in the super-secret Zero Space area)? **MAXIMUM** knows how and all is revealed in next month's awesome close-up.

METAMORPHOSIS!

Thankfully, Ugi doesn't stay as a baby for the entire game. As you complete each episode, you are awarded points depending on a number of performance related criteria (such as route taken and percentage of enemies killed), and depending on how well you do, your dragon evolves into an older and more experienced beast right before your eyes! The are six different dragons that can be accessed, ranging from the aforementioned hatchling to the distinctly chicken-like Brigadewing, each with their own speed and stamina characteristics.

FIRE AND FORGET PANZER DRAGOON STYLE!

The familiar two weapon attack system makes a marked return in Panzer Dragoon Zwei, with the player having access to both the rapid-fire hand help pistol 'shot', and the Dragon's 'laser' attack. The pistol spews hundreds of small energy darts that slowly gain power as the game progresses, while Ugi utilises a far more impressive (and deadly) lock and fire missile system. By holding down the fire button, the aiming sights changes to a round orange circular target, which when moved across a valid target turns white indicating a lock. The amount of targets you can lock in one burst varies from dragon to dragon, but once you've got a lock, the hit is guaranteed. Simply release the button to unleash the barrage of lasers and watch in joy as they shoot of to find their respective targets. Mastering the art of multiple laser hits is crucial to obtaining the prized 100% kill ratios, and our advice to anyone attempting this mighty task is to learn the attack formations of the enemy.



MASTER THE TECHNIQUE OF MULTIPLE LASER STRIKES!

WE'VE GOT SOMETHING ON RADAR!

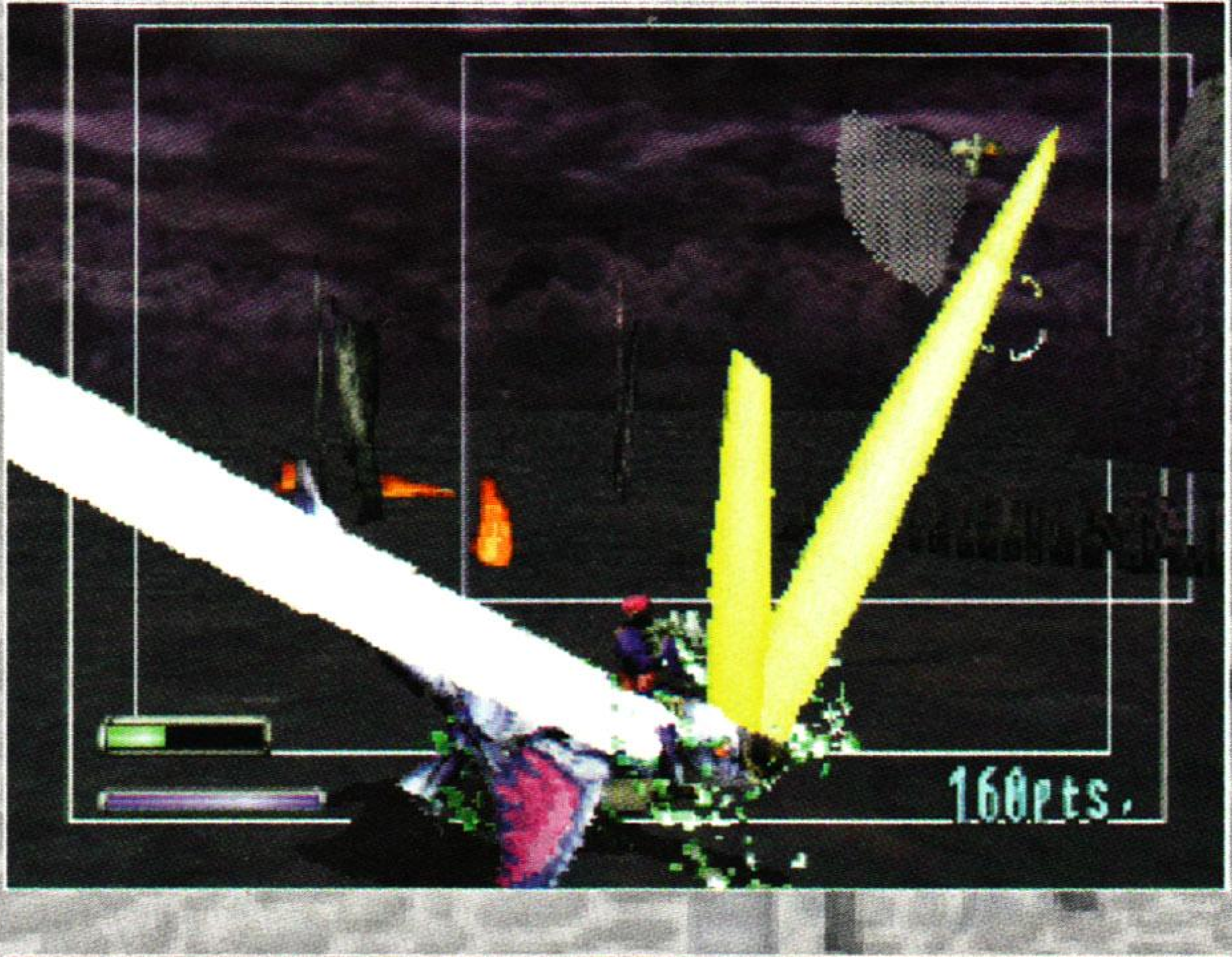
With a seemingly un-ending assualt of Empire forces from all angles to contend with, its a good thing the player has his trusty radar to relay the position of the enemy. Located in the top right hand corner of the screen, the radar shows a basic top down view of your dragon and the surrounding area, with enemies and bosses marked on by orange and red dots respectively. The radar also displays your cone of vision from whichever angle you are facing, thus showing at a glance which direction you need to turn to in order to deal with any incoming enemies.

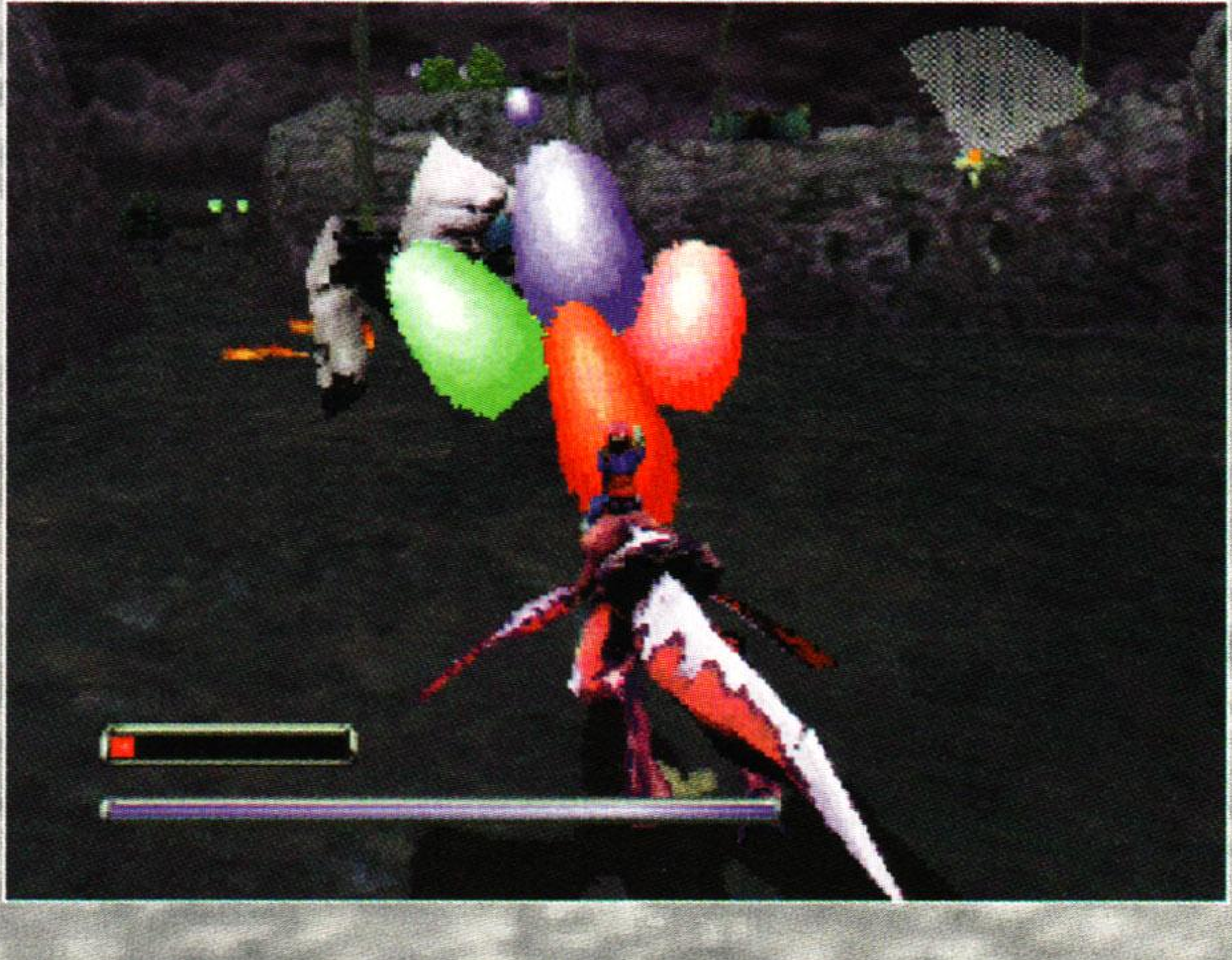
GO BERSERK!

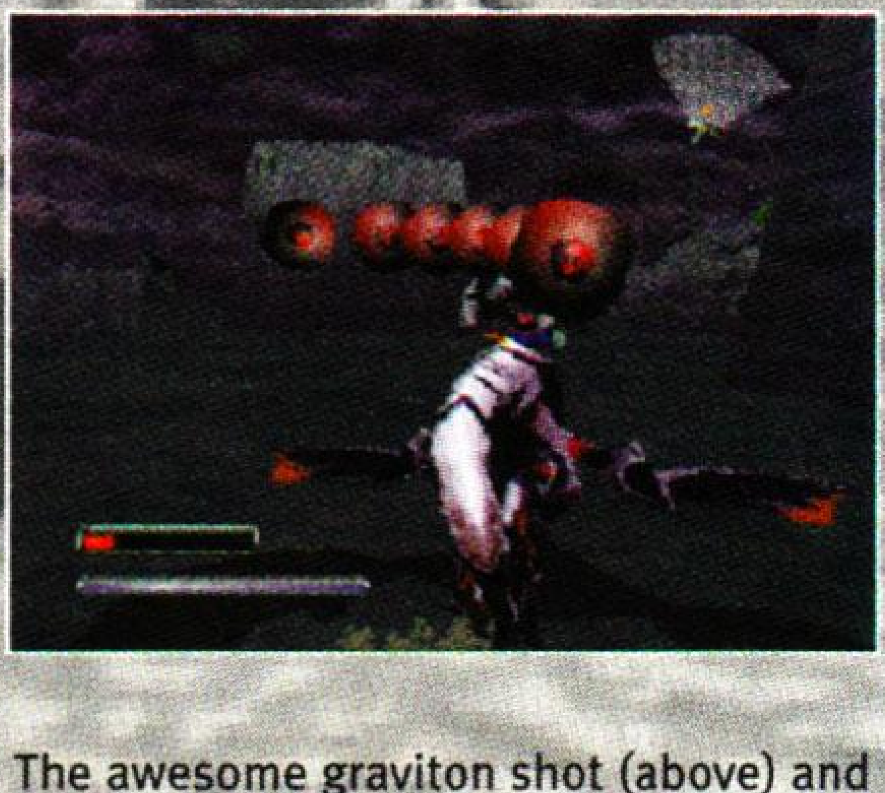
New to your offensive repertoire in Panzer Dragoon Zwei is the all-powerful berserker attack. Providing you have killed enough enemies to fill your power meter (located directly above your life bar) the berserk rage is accessed simply by pressing either x, y or z, sending your dragon into a laser launching foaming frenzy that lasts for up to ten seconds! Characterised by the screen turning black and white briefly after it has been initiated, you are invincible for the full duration of the berserk attack and should make good use of this offensive opportunity.

SO MANY CHOICES...

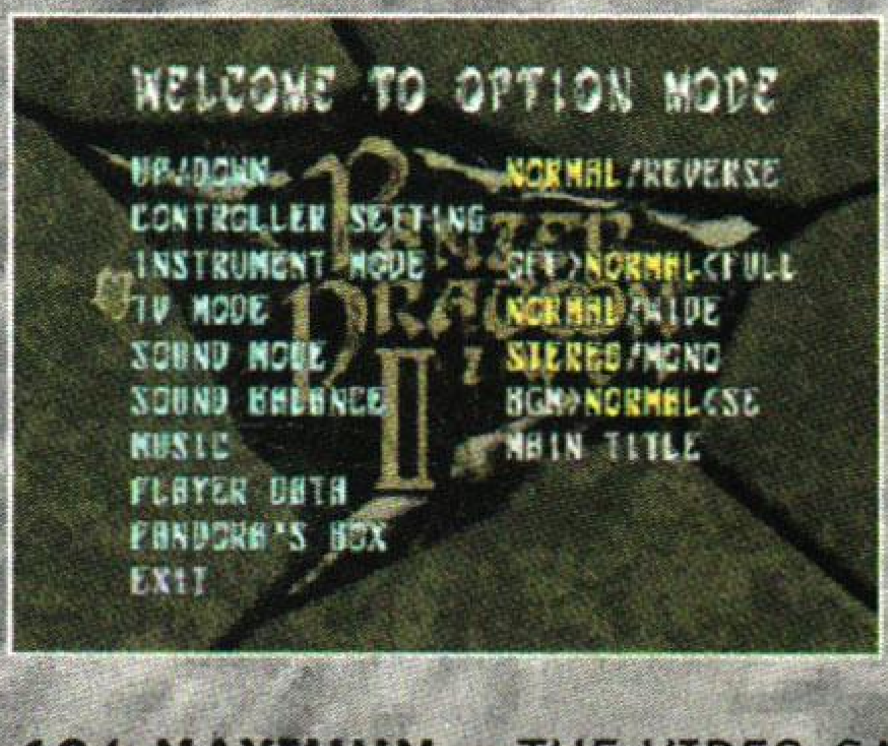
As is customary with Sega's games, Panzer Dragoon Zwei contains an extensive options screen allowing you to tailor the game to your precise requirements. Also on the options screen will you find a 'player data' record containing highscores and information about how much the game has been played (for additional information hold down the shoulder buttons on this screen). However, the jewel in the Panzer Dragoon Zwei crown is a secret menu option that only becomes available when you complete the game meeting certain requirements. We don't want to give too much away, but needless to say the power contained within this pandora's box is literally unstoppable, as the surrounding screenshots indicate!



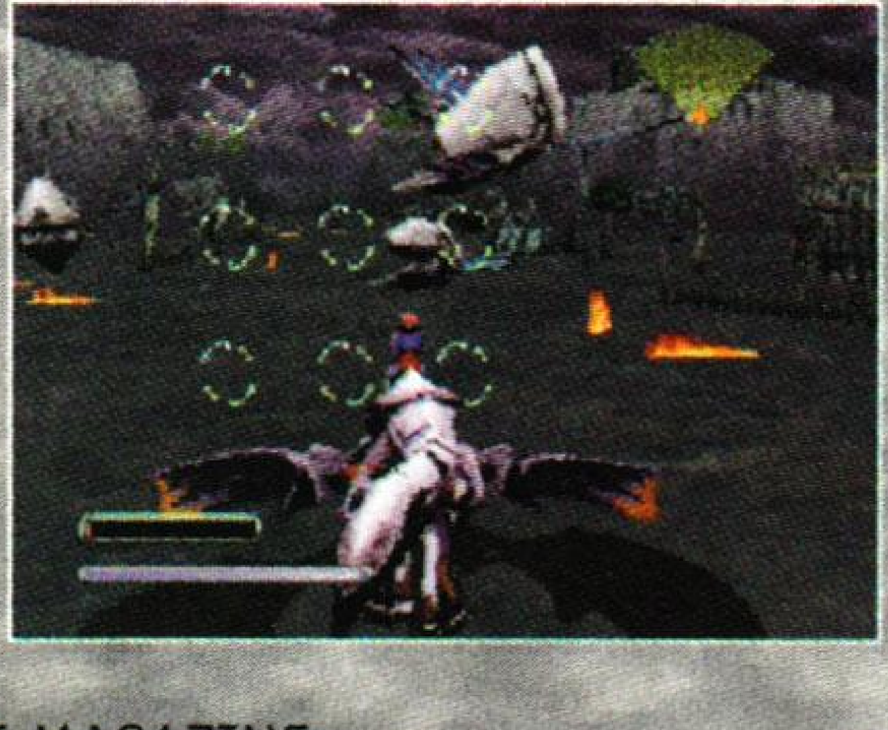




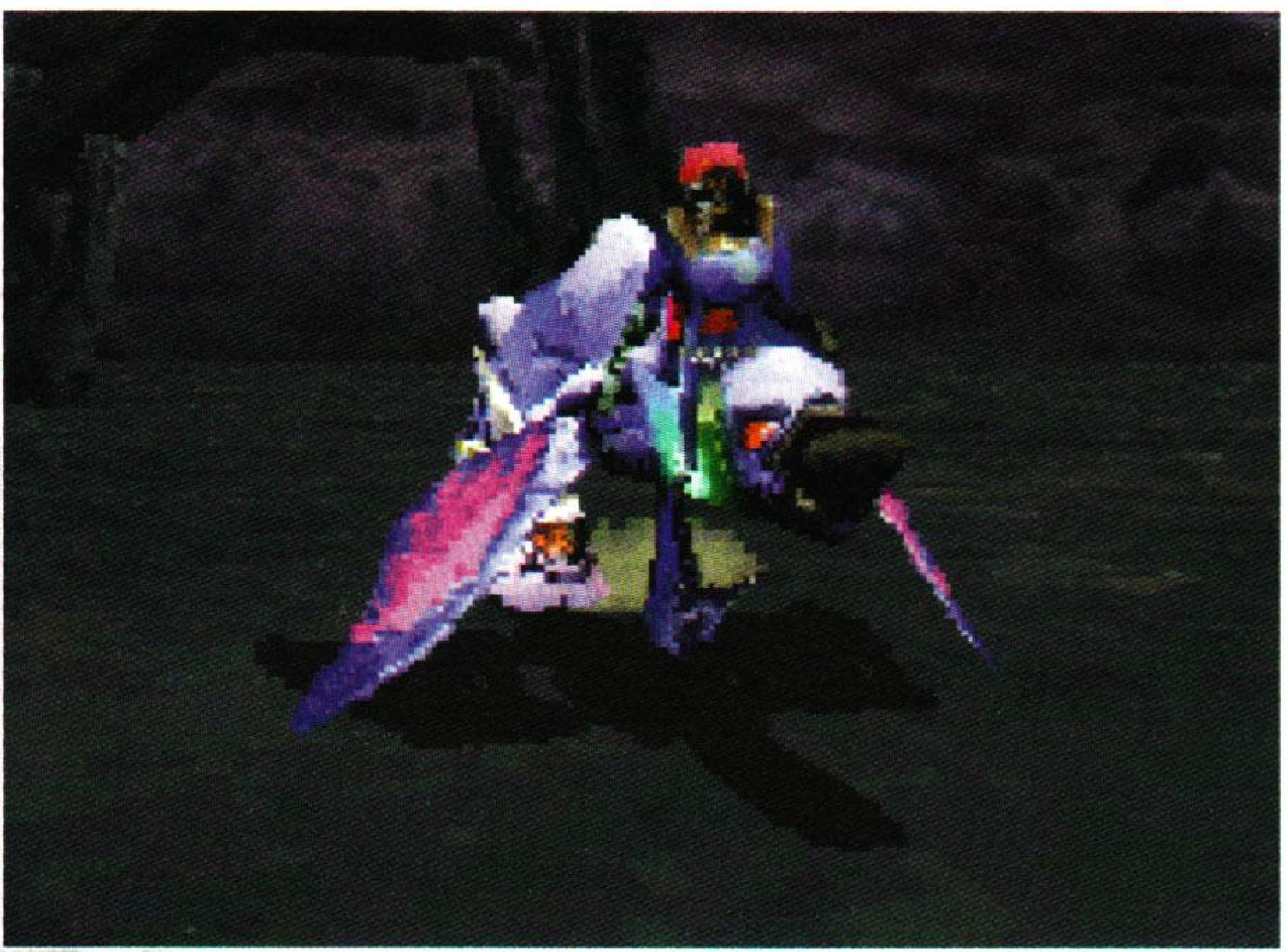
The awesome graviton shot (above) and five-way fire (left) are just two of the options available to you in Pandora's Box. With this many sights (far left) even Gary may be able to finish the game. Then again...



WELCOME TO OPTION MODE
UP/DOWN NORMAL/REVERSE
CONTROLLER SETTING
INSTRUMENT MODE OFF>NORMAL<FULL
TV MODE NORMAL/WIDE
SOUND MODE STEREO/MONO
SOUND BALANCE BGM>NORMAL<SE
MUSIC MAIN TITLE
PLAYER DATA
PANDORA'S BOX
EXIT



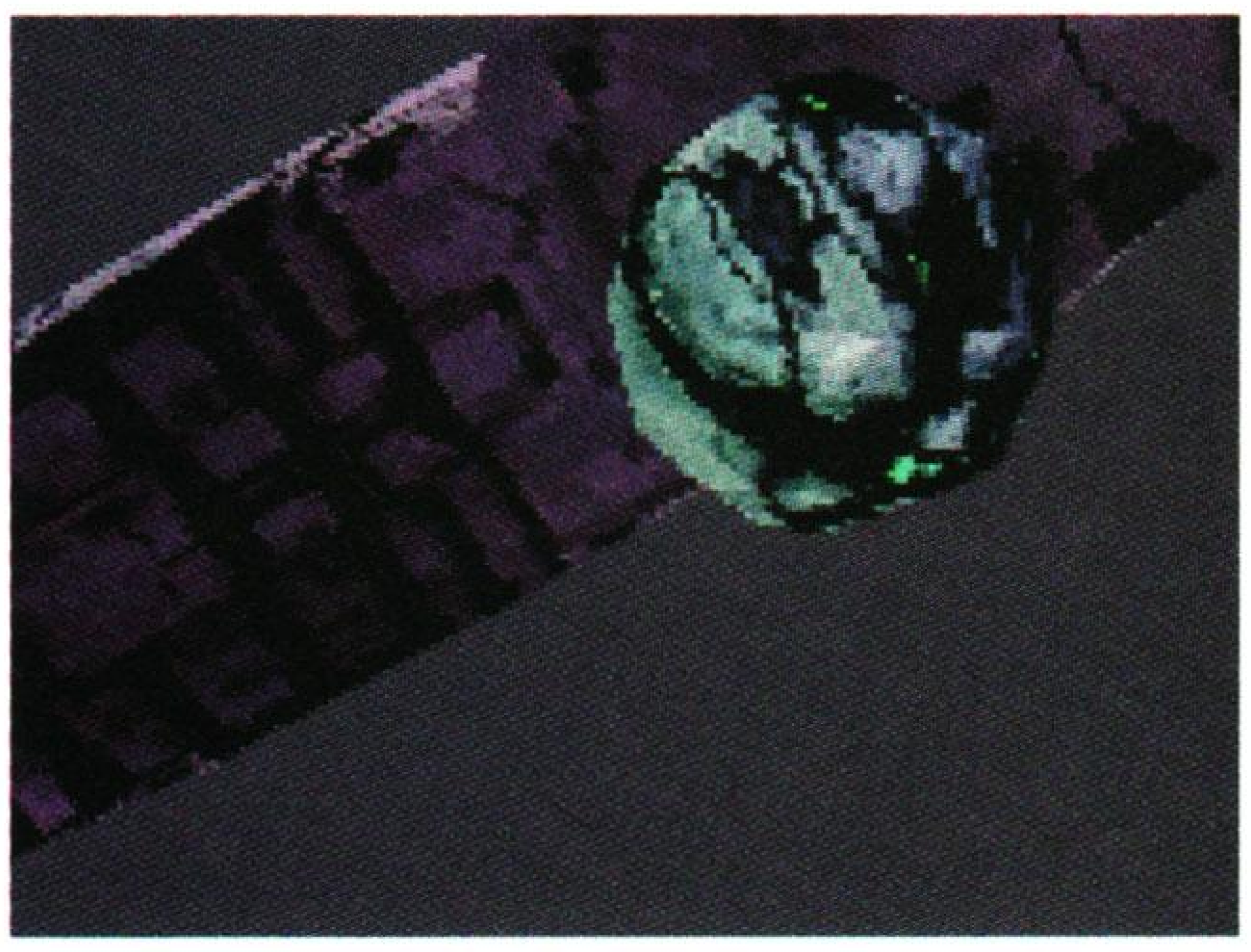
EPISODE ONE: STARTING DESTINY



RETURN TO ALCAZAR

After witnessing the annihilation of his home town from a nearby hill top, Randy charges into the charred remains of Alcazar to search for survivors and find out who is responsible. The intro of this first stage sees the player at the edge of the town dashing between some winged conch shell enemies to pick up his rapid fire pistol off the ground. Once this weapon has been acquired, control is handed over to the player and the level begins in earnest.

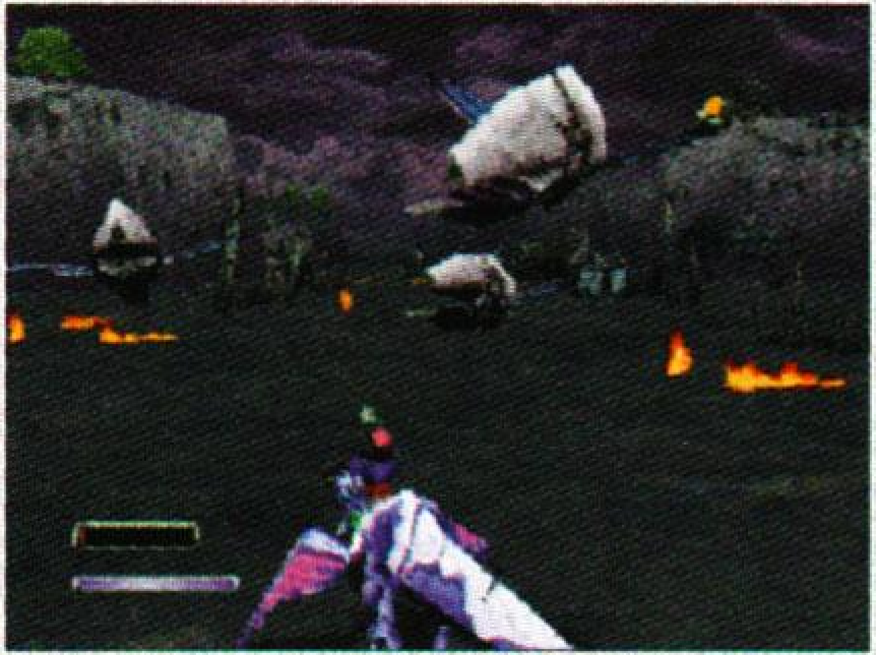
After quickly dispatching these less-than-deadly creatures with a few well-timed laser blasts it soon becomes apparent that there are in fact no human survivors from the blast at all, with only a few stray cattle (that look like T-Rexs) giving any indication that just few minutes ago this was a thriving farming community.

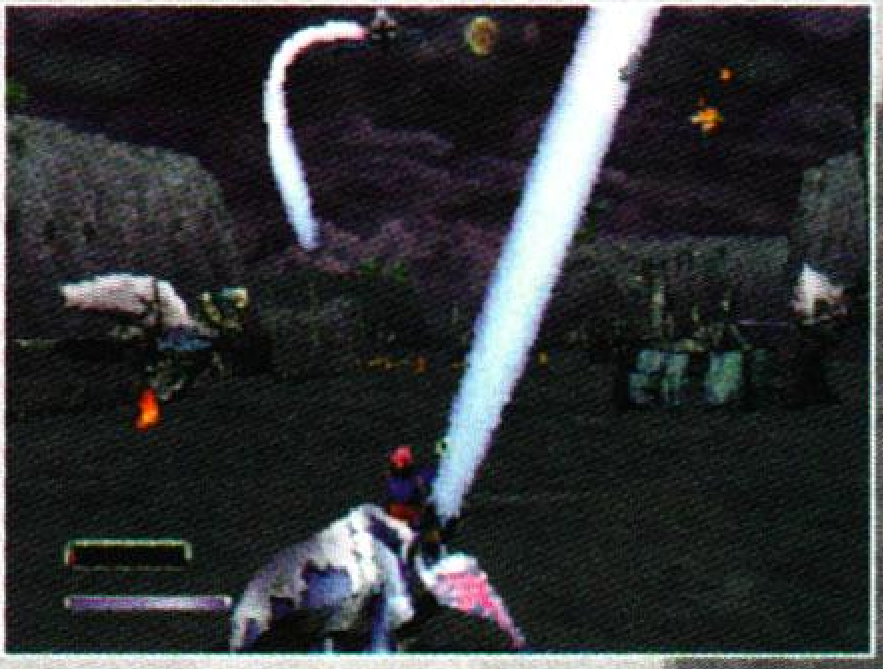


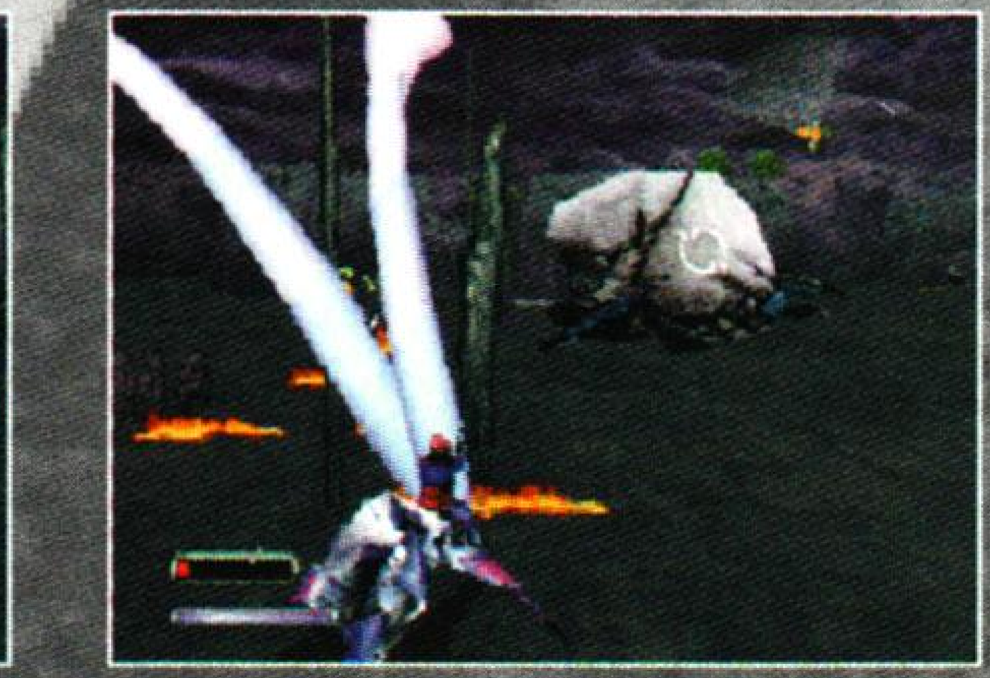
DISCOVER THE SECRET OF ALCAZAR!

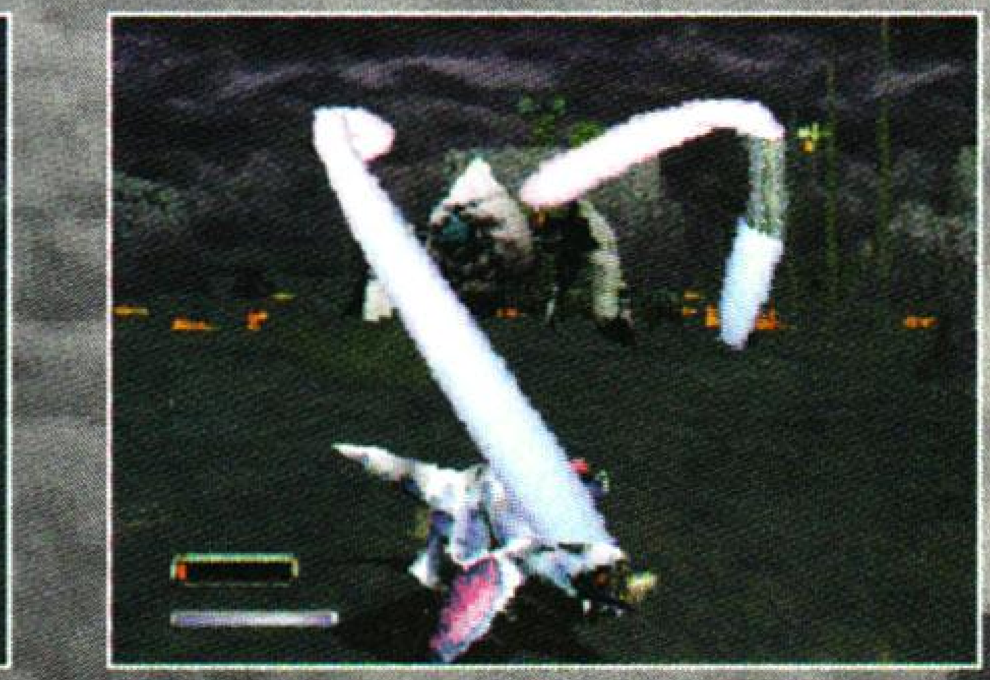
Venturing further into the town another cinema cuts in as Randy is suddenly confronted by a giant mosquito dragon larvae that flies past the player and ascends into the sky to reveal the Empire's floating city directly above you! Spotting Randy and Ugi, they take the rather excessive steps of dropping a vast boulder to squash our hero flat. Fortunately the boulder misses, but a Raiders of the Lost Ark style chase ensues as the giant rock trundles along behind Randy, crushing everything in its path while he frantically blasts away at it. Eventually, the boulder fractures open, releasing more conch creatures from inside which must be dealt with in a similar fashion.

The creatures on the first episode pose no real threat (right). In fact if the player leaves the controller own, he will receive no damage for the entire stage. This is a good opportunity to practice Ugi's lock and fire laser attack.





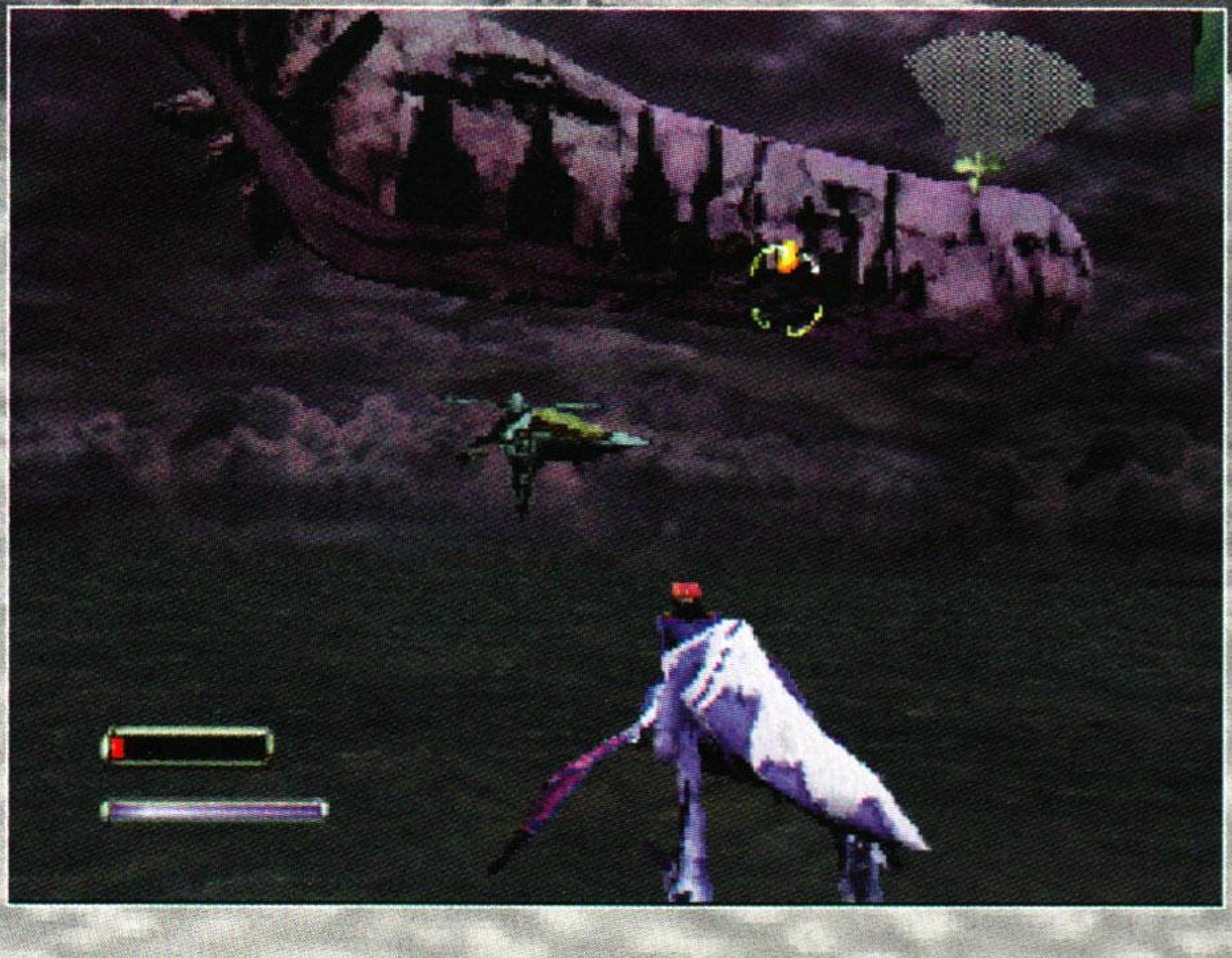




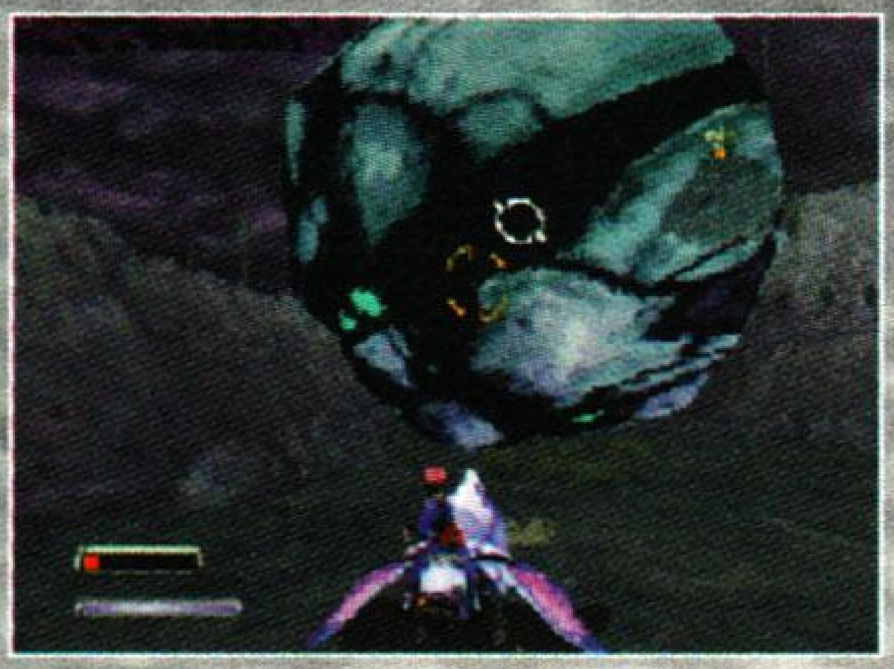
Once these have been destroyed, Randy continues towards the other side of Alcazar in an anger induced pursuit of the floating city. As he nears the town's edge, he catches his first sight of both the stage five winged serpant boss and the behemoth that is the level three boss, which makes its introduction by knocking down a large tower. Wisely choosing not to encounter this Geigeresque entity (yet), Randy dodges between its huge legs and keeps on his original trajectory.

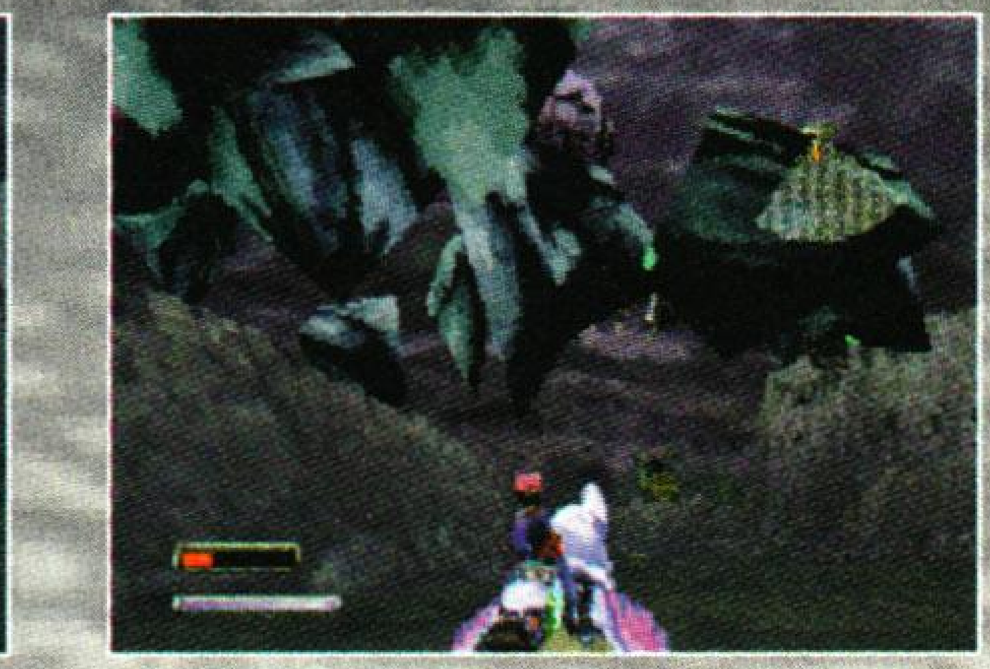
As the level closes a final cinema takes over as Ugi takes to the air for the first time in a pathetic attempt to attack the floating city, and is promptly struck to the ground in a mid air conflict with the mosquito dragon larvae. While the screen fades to black, the camera pans ominously around this larvae, and we get the feeling we're going to be seeing a lot of more of this evil creature before the game is through...

Episode one is basically a training ground for the beginner player, with no boss to face at the end of the level and no percentage total to analyse the player's performance. Its the perfect environment to get the hang of Panzer Dragoon Zwei's control technique and experienced players should aim for as high a score as possible by destroying all the wind towers and buildings at the side of the path.



Randy and Ugi are chased by a vast boulder (right) which eventually fractures into several conch creatures (far right). Meanwhile, our hapless duo approach the Empire's impressive floating city (left).





EPISODE TWO: THE MOUNTAIN PATH

In the CG cut-scene between episodes one and two, Randy contemplates his future. Does he hide from the Empire and attempt to piece together the remains of his shattered life, or does he chase after the Empire's forces on a hell bent mission of revenge? No prizes for guessing the answer. His destiny sealed, Randy decides that the best way to cripple the Empire is to destroy its nerve centre: the floating city. But the city has a few days head start on him, and so Randy takes a shortcut through the mountains so he can catch up.

Episode two begins with Randy already well on his way through the mountain path, when his trusty steed notices that something is a miss. Sure enough, a quick glance to the rear reveals the burrowing dirt tracks of several underground creatures that soon burst forth in all their crab like glory to take a pot shot at our hero.

These are soon dispatched, but not before they alert the Empire to your location. Evil is quick to respond, and within moments Randy finds himself faced with a combination of dragon riders and the Empire's standard light attack craft before the mountain path forks and players are faced with the first multiple route junction in the game.

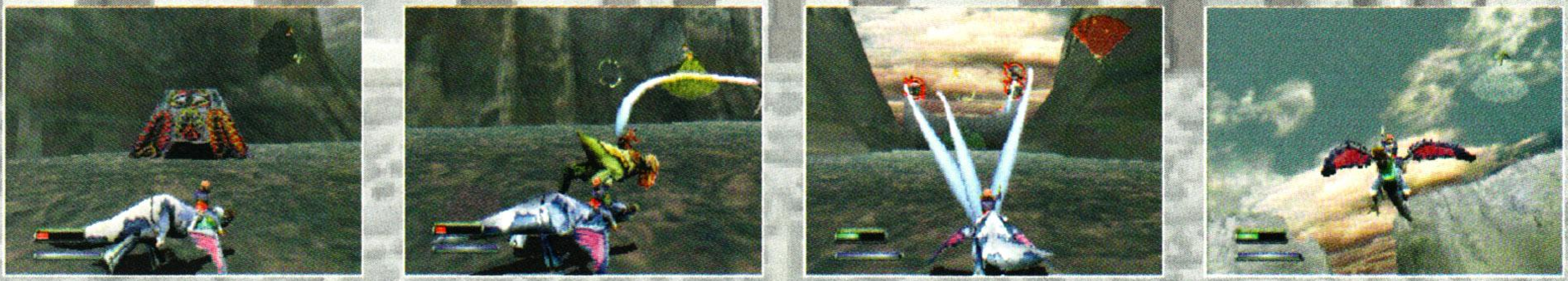
RANDY AND UGI CHOOSE A DESTINY OF REVENGE AND DESTRUCTION!

Route 1 (easy)

DESTROY THE EMPIRE'S FORTRESS OF MISERY!

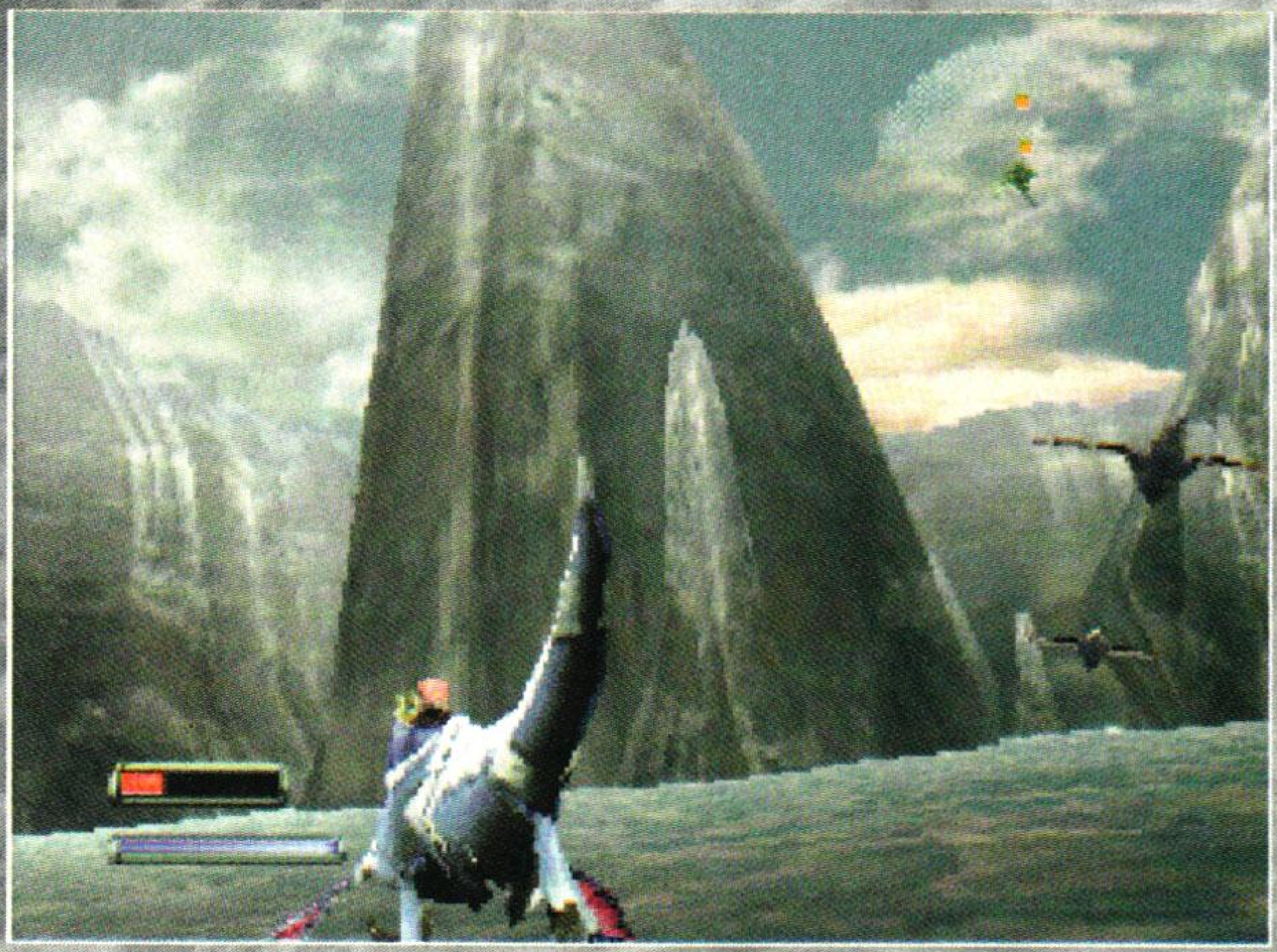
Going right at the fork, Randy continues along the mountain path engaging several light attack craft before reaching a dead end in the shape of a cliff edge with a thousand foot sheer drop! Unfazed by this obstacle, our team just continue straight on, and as the edge is neared Ugi spreads her wings and for the first time under player control, takes off and flies. As the music builds to a crescendo the land suddenly drops away from beneath the player's feet and they are treated to the awesome spectacle of an aerial view of the surrounding mountain range and clouds.

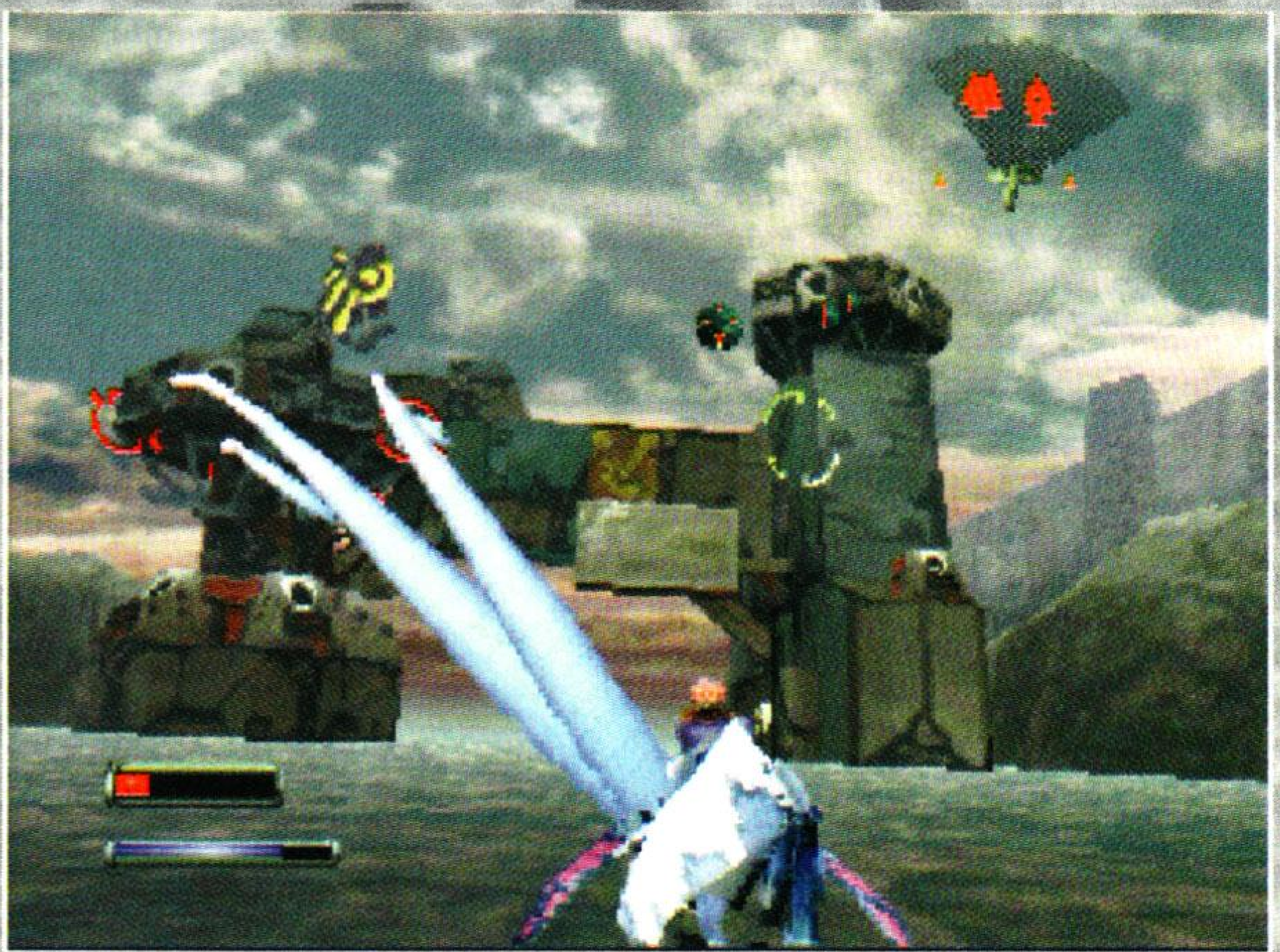
This period of flight doesn't last for long though, and Ugi soon glides to the ground in preparation for their next major encounter: the Empire's fortress!



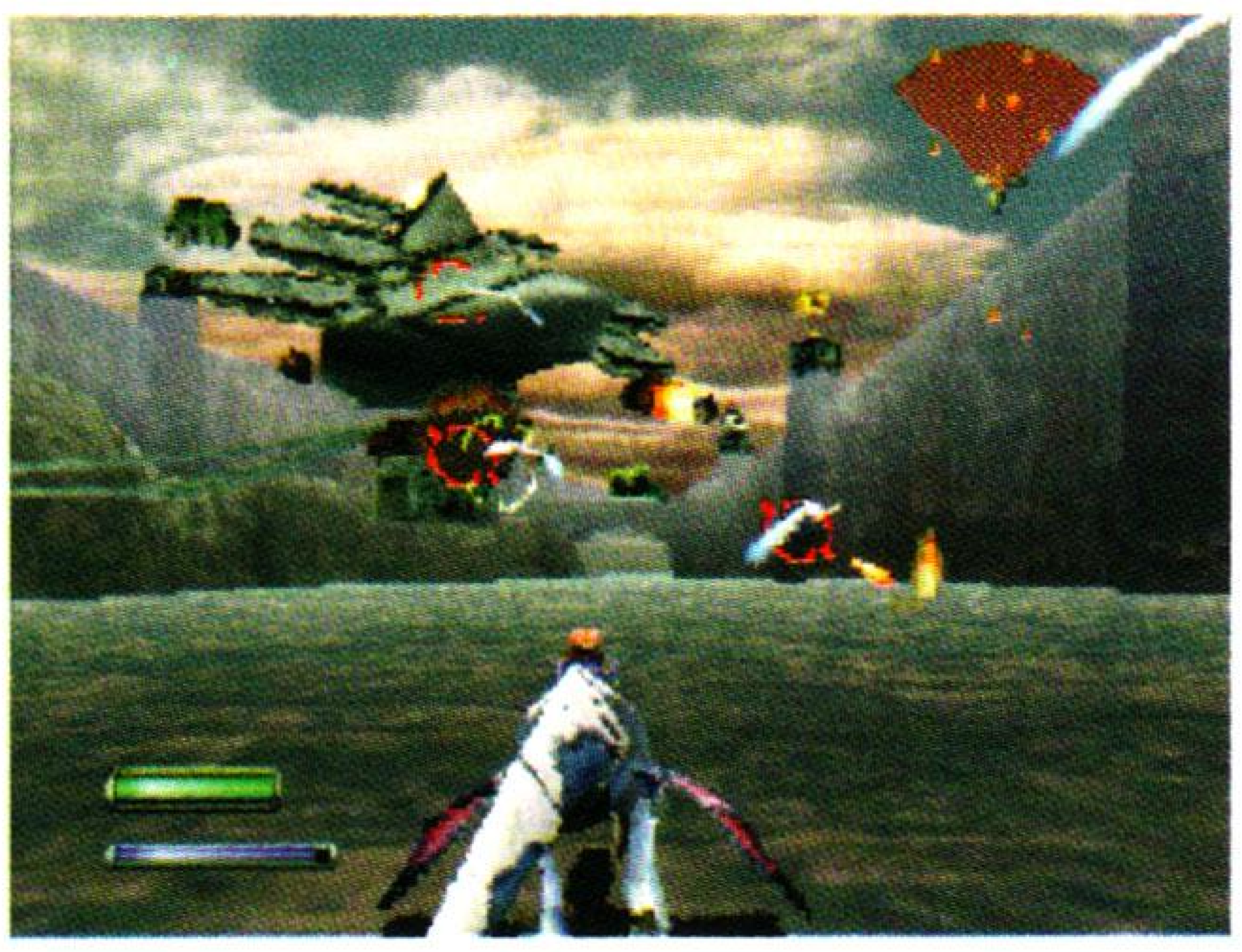
Player's experience the freedom of vertical movement as well as horizontal when Ugi flies for the first time (above). The animation on Ugi cannot be conveyed by these shots, but take our word for it: you've never seen anything like it!

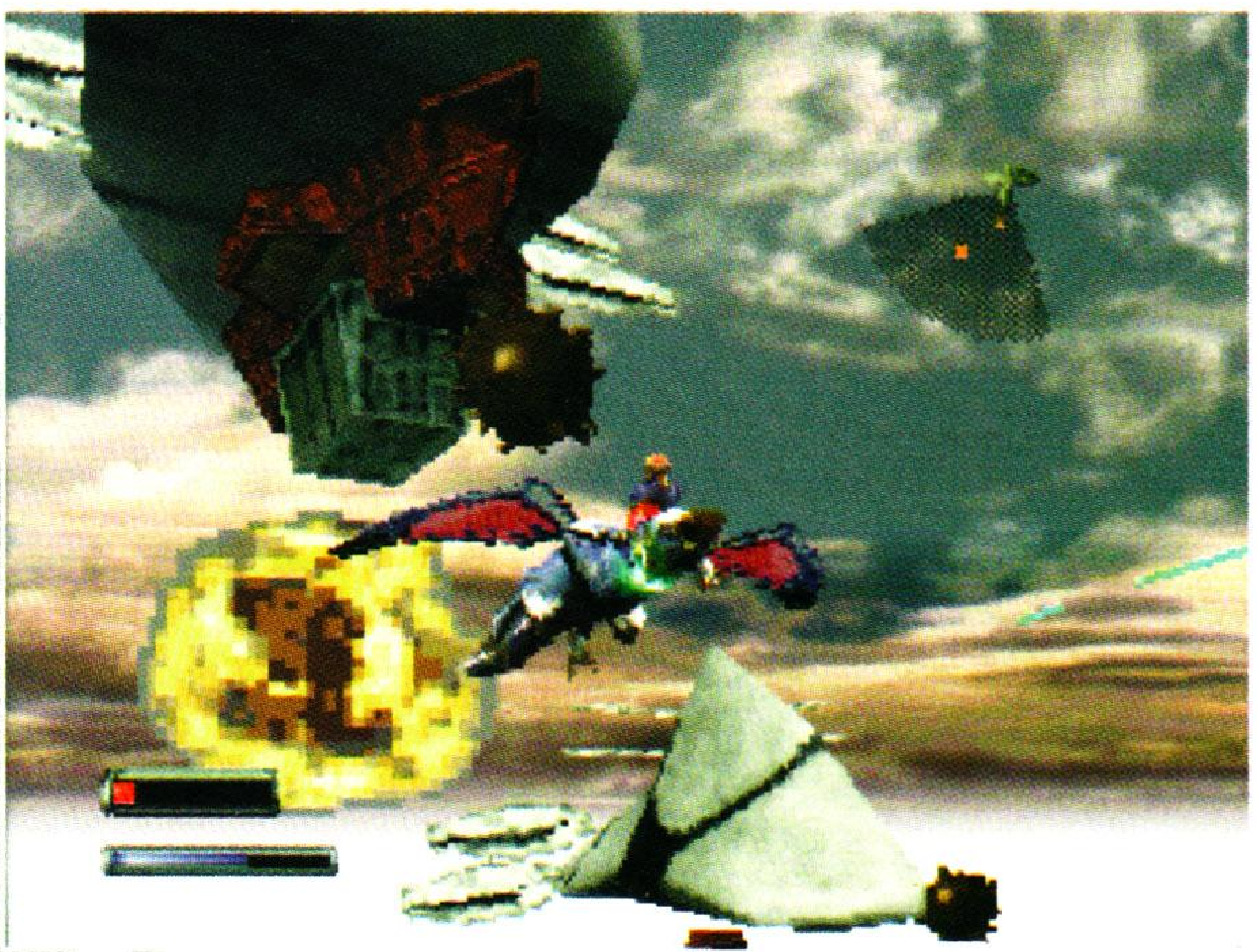
A few moments after touching down, the imposing front gate of the fortress looms up ahead, and after destroying the huge double doors and entering the complex Randy is set upon by hostile gun turrets, look-out posts and an assortment of air ships. Travelling through the centre of the fortress the player must wreak havoc on the Empire's defences, and a good manipulation of the view rotation buttons is essential if you want to score 100% here. At the fortress exit, Randy faces a huge automated turret structure that fires green explosive tipped shells from its many rotating cannons. These shells can be neutralised with ordinary shots, and a berserk attack is recommended for the swift destruction of this particular foe. Once the structure is destroyed, Randy and Ugi leave the smouldering crater of the fortress behind them and continue on to face the level's boss.



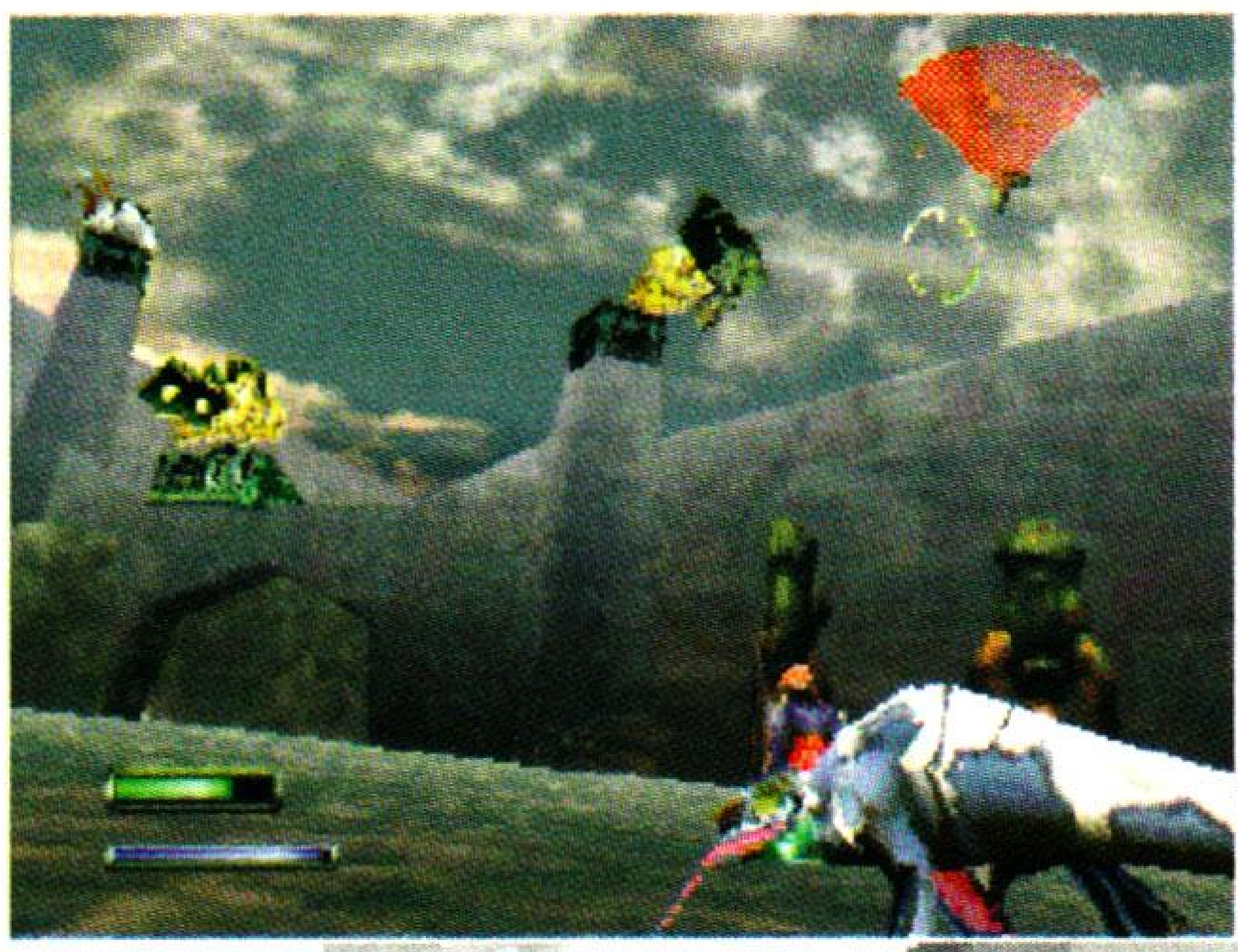


The first multiple route junction (left). Player's must choose early which route they wish to take and then stick to that path. Route one, on the right, leads into the fortress (above) and ultimately to this turret sub-boss (right).





The second route leads to a mid-pitched aerial battle involving hordes of light attack craft and several medium sized ships (above and left). These ships fire spiked cannon balls and require multiple hits to destroy.

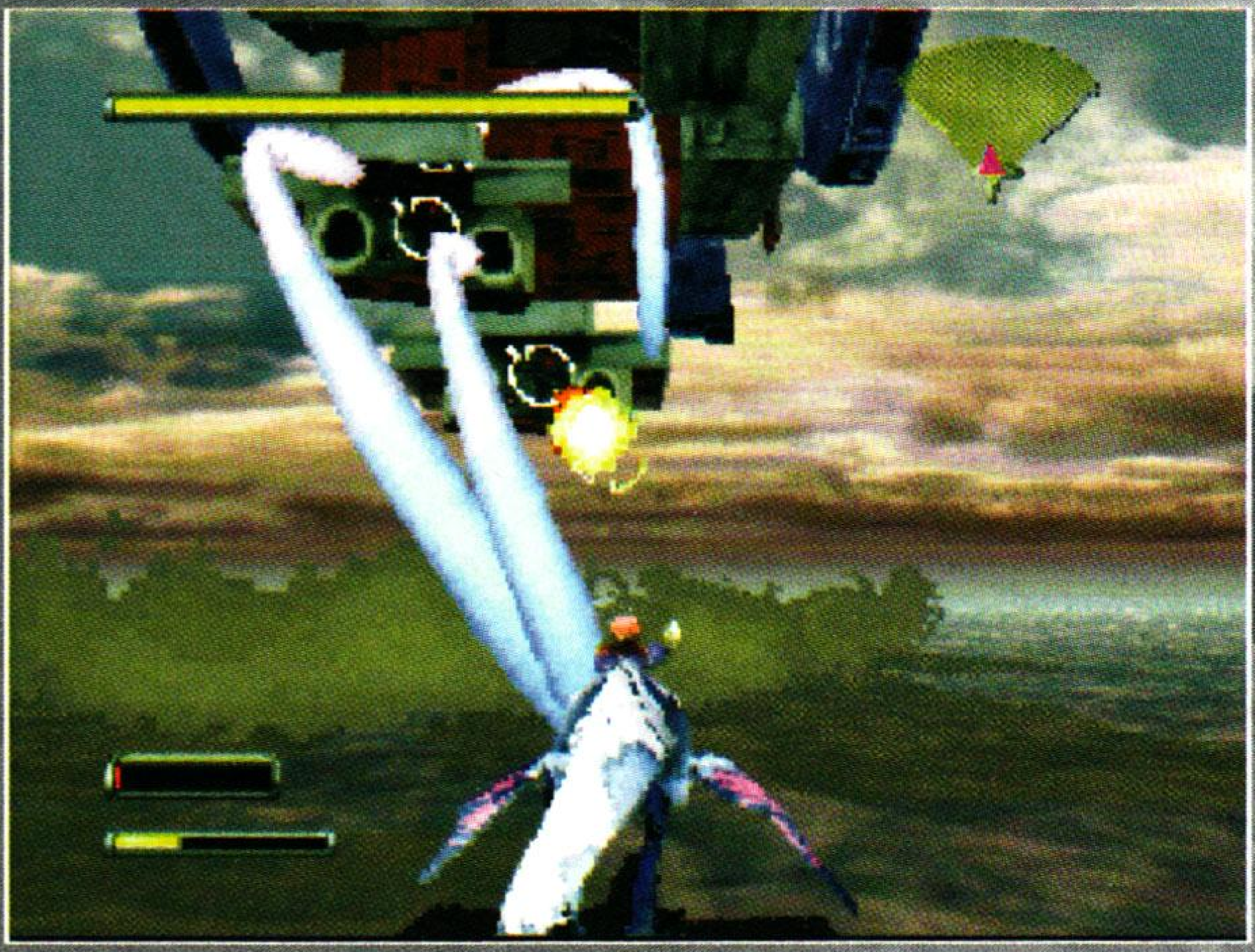


Though the route one fortress (top and bottom) is easier than route two's aerial battle, it is harder to score a 100% perfect kill ratio. Consider the advantage of points over energy, and make your decision!

Route 2 (hard)

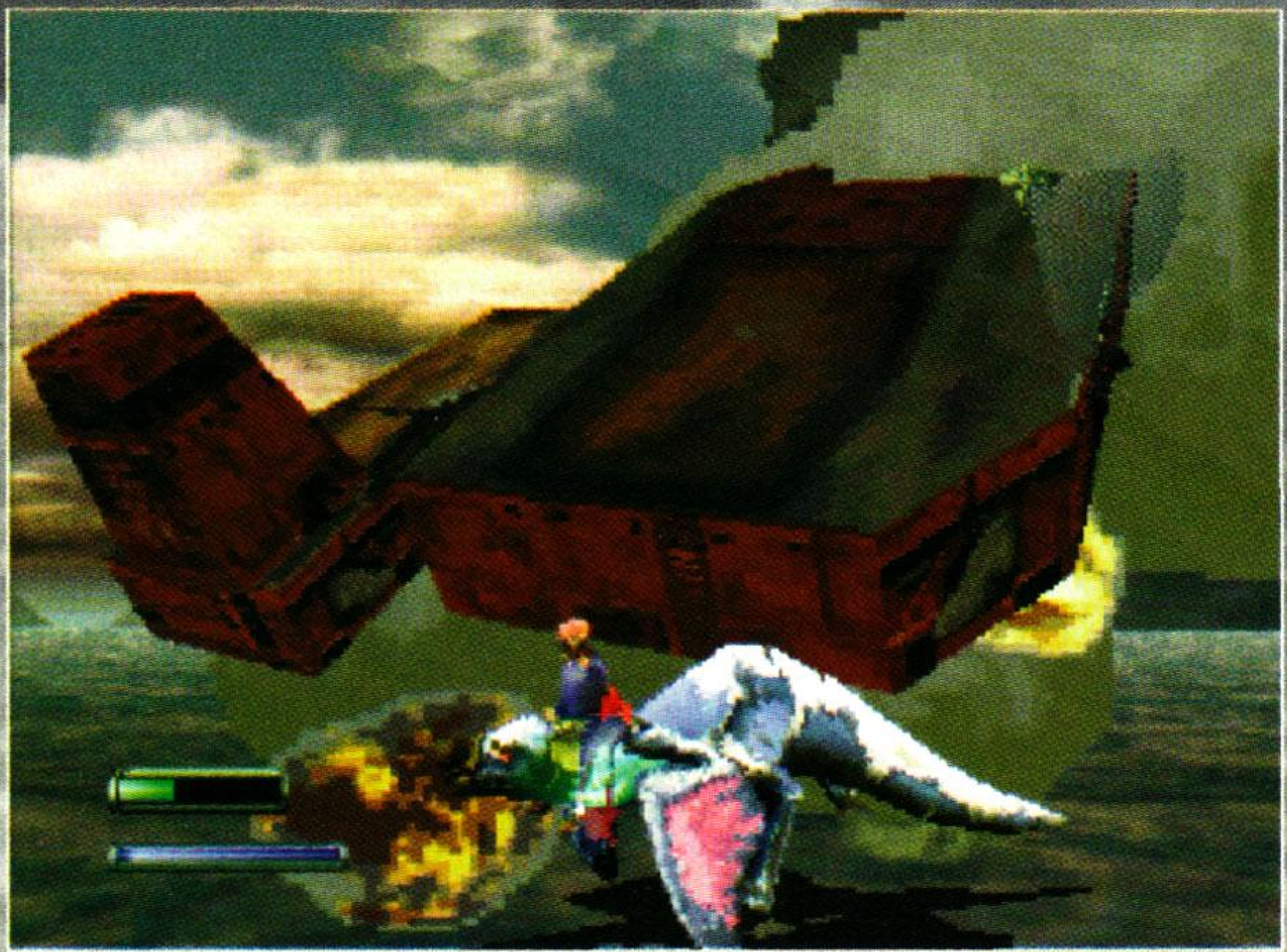
PREPARE FOR AN AWESOME AERIAL ASSAULT!

Taking a left at the multi-route junction Randy again follows the mountain path to its conclusion, though this time to a different cliff edge whereupon a similar awesome take off scene to route one occurs. With this route however, Ugi does not land immediately, and instead remains in flight for the rest of the episode (or at least, until the boss encounter). Once airborne, Randy is immediately set upon by a seemingly never ending swarm of light attack craft, balloon mounted spike cannons and medium range attack ships. While the light attack craft pose no real threat, **MAXIMUM** recommends treating the spike cannons and attack ships with respect. Shoot at the craft's weapons Virtua Cop-style, so as to destroy any metal spike balls as and when they appear, and let rip with your lasers when you get the chance. The spike balls are your biggest problem, so make sure you place priority on these deadly projectiles. When the finally enemy has been destroyed, Ugi will land ready for the first boss encounter.



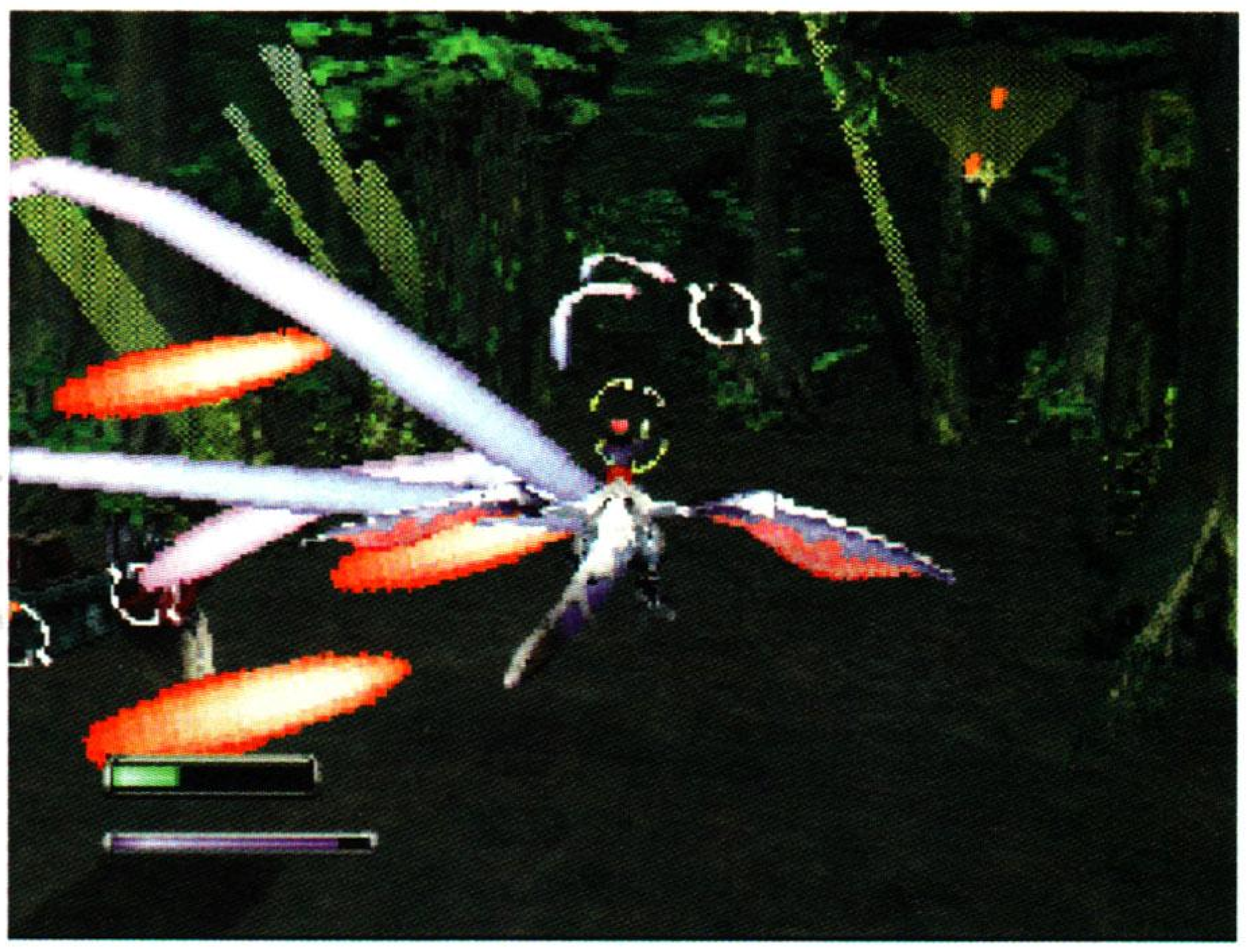
BOSS: SUPPLY SHIP

This flying juggernaut is preceded out from behind its mountain hiding place by a flock of birds, and proceeds to get up close and personal to Randy and Ugi. While not being a particularly difficult boss, you have to take this vast ship down piece by piece, starting with its undercarriage mounted lasers and finishing with its basic skeleton. Being a supply ship, it is not heavily armed, although you are constantly being bombarded with pieces of debris and cargo which harm your dragon if not destroyed or avoided. When it unveils its four arm-mounted rocket launchers, ignore them and keep blasting its body for a record time take-down.



Once the supply ship has been destroyed (left) you can get in as close as you like without fearing injury. Time to admire your destructive handiwork and make sure there are no survivors!

EPISODE THREE: RETREAT TO THE FOREST!



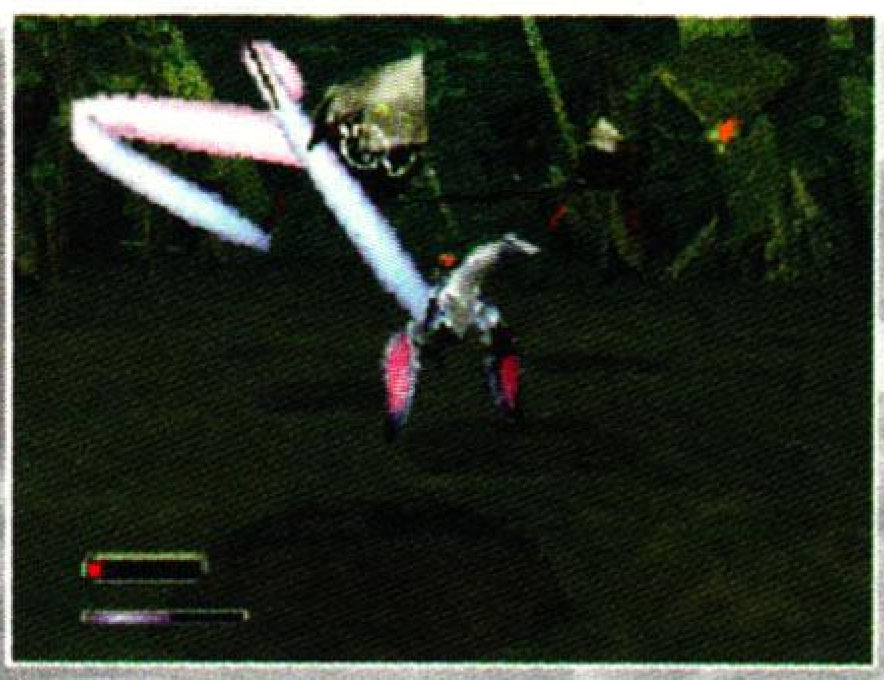
Randy and Ugi's destructive antics in episode two have garnered them some unwanted Empire attention, and they now find themselves on the run with the entire Empire fleet hot on their heels! Randy reminisces how he used to hide in the woods when he was child, and rather than launch a futile attack on the floating city when they most expect it, he instead chooses the sensible option of a tactical retreat. Naturally, the Empire send some forces in pursuit...

Episode three takes place beneath the canopy of a huge and lush forest, with shafts of light penetrating the foliage at regular intervals, illuminating the shady undergrowth. Skimming between the trees and bushes, Return of the Jedi style, Randy and Ugi have their work cut out for them as they face a number of new enemies including creatures that look like flying Toucan beaks and take two direct laser hits to destroy.

The Cinema intro to this episode shows three such Toucans catching up with Randy and Ugi, and when the player finally gains control they are right on top them. Get blasting! After several Toucan attack formations, and a number of multiple missile launching red insects the player encounters a row of bushes that signifies the multiple route junction. Be warned, the junction comes whilst you are combating toucans so make sure to check your front view regularly.

MAUL THE MUTANT MILLIPEDE WITH MASSIVE MISSILES

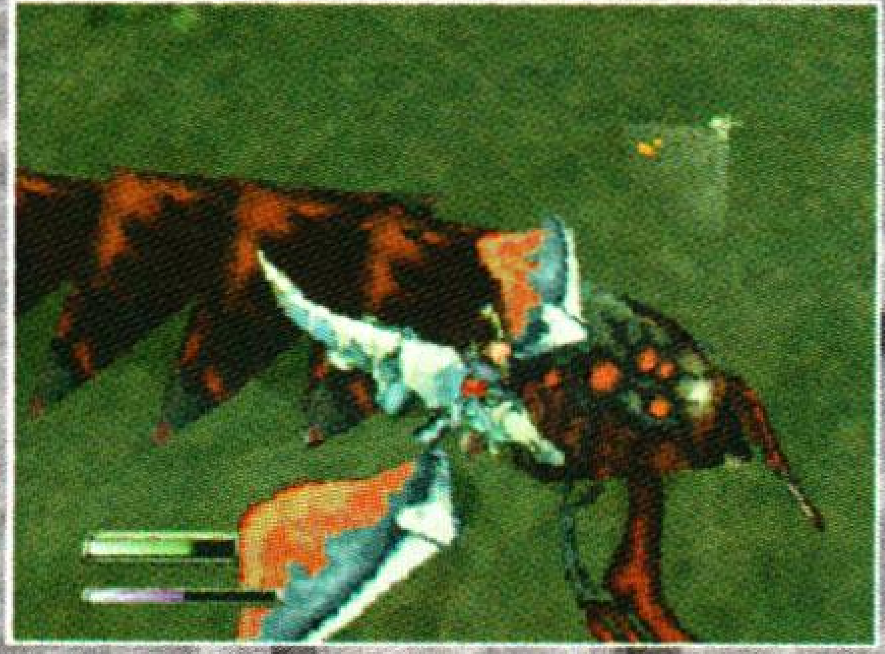
These conch shell creatures (right) are in actual fact manned by human pilots and are just a further extension of Panzer Dragoon's bizarre bio-mechanoid art scheme.



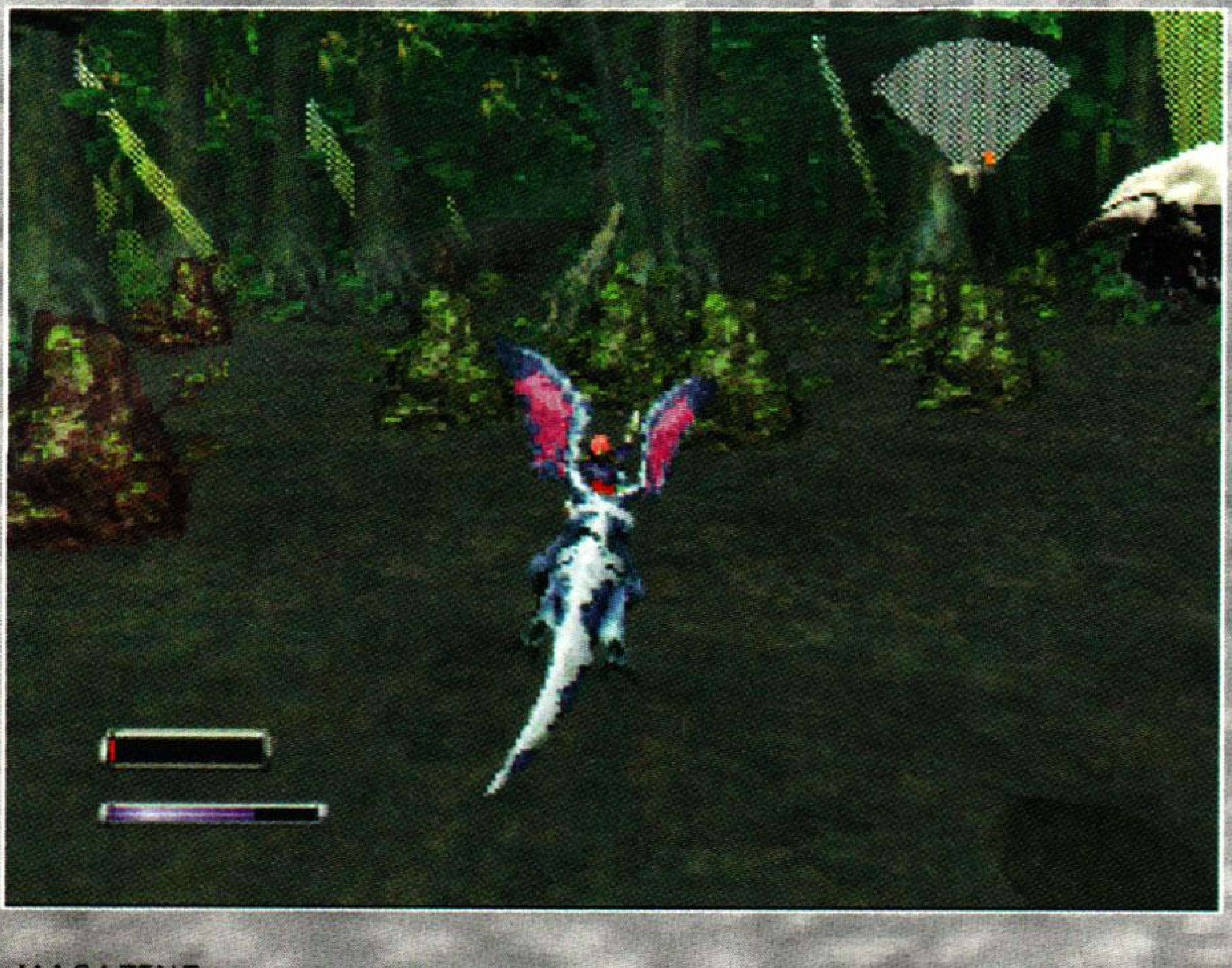
Route 1 (easy)

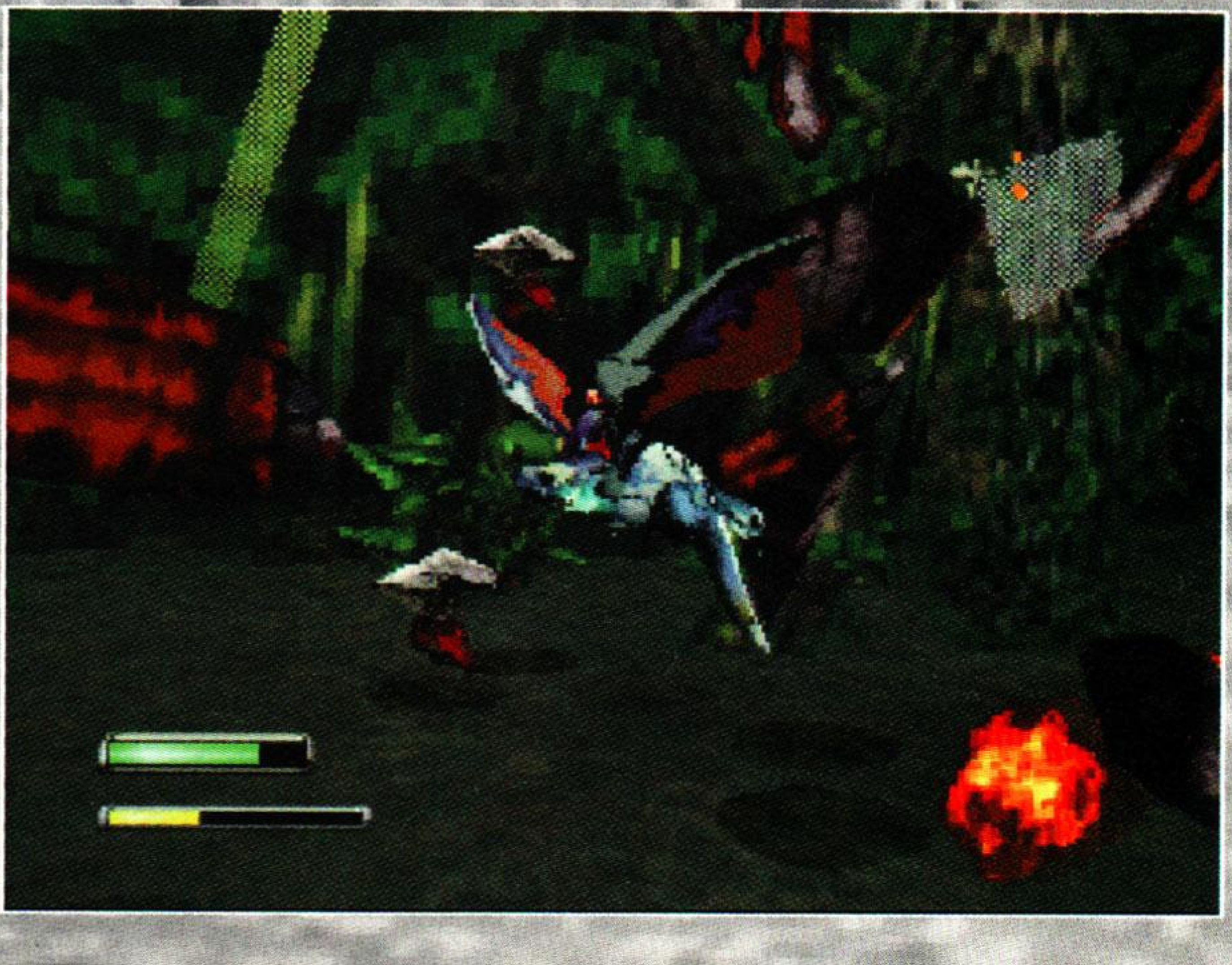
TOP MUTANT CENTIPEDE ACTION!

The first right-hand route comprises an encounter with three Tremors-style (as in the ace film) centipede beasts that emerge from beneath the ground and attack the player with green energy blasts. Lock your lasers on the creatures many body segments, track with them and unleash a barrage of plasma to quickly destroy these mutant insects. If you leave them long enough, they will up the frequency of their damaging energy blasts, so make sure they don't get the chance. Also, watch out for the flying conches to the left and right of the player that try to sneak by unnoticed during the conflict, thus scuppering your 100% hit ratio. Keep an eye on your radar to alert you to their presence and exact whereabouts, and operate a fire and forget policy!



The episode three route point comes whilst you are combating other enemies, and is marked by a number of mossy boulders in the centre of the path(right). The graphics for this level are phenomenal (above).

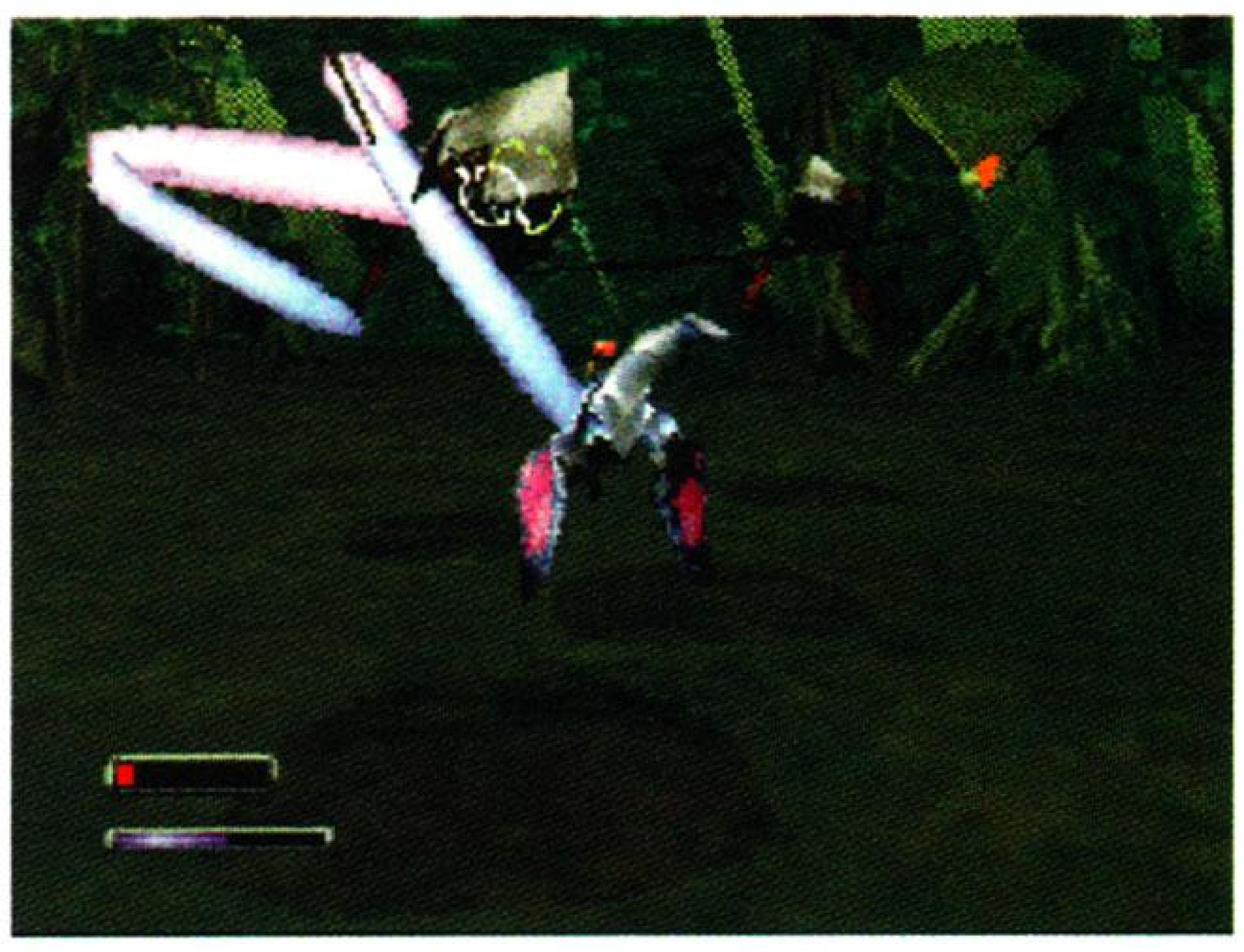




Route 2 (hard)

RETURN TO EARTH FOR A DEADLY BATTLE!

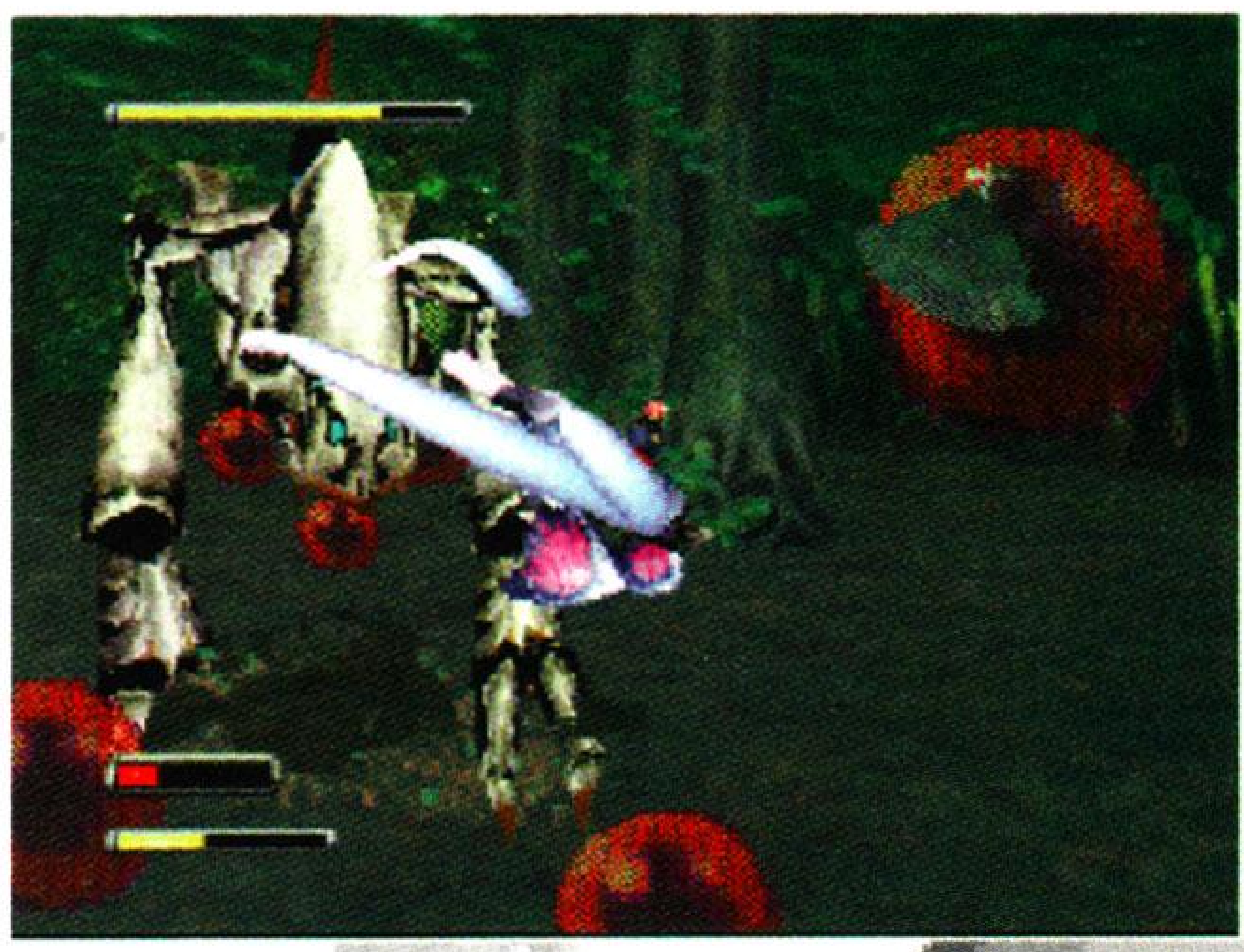
Choosing the left route at the junction point Randy and Ugi have a brief chance to enjoy blasting a gallery of harmless conch creatures before returning to the earth to do battle with a duo of large flying granite fishes (well YOU try describing them). These are actually two of the hardest sub-bosses in the game, releasing a barrage of smaller, more manoeuvrable flying fish and deadly propeller shaped weapons which fire projectiles at you. Add to this the fact that Ugi is confined to running along the ground for the entire encounter and you've got a route that only the most experienced Panzer Dragoon players will score 100% on.



COMBAT SOME OF THE MOST INCREDIBLE BOSSES YET SEEN!

BOSS: GIANT BONEY MONKEY!

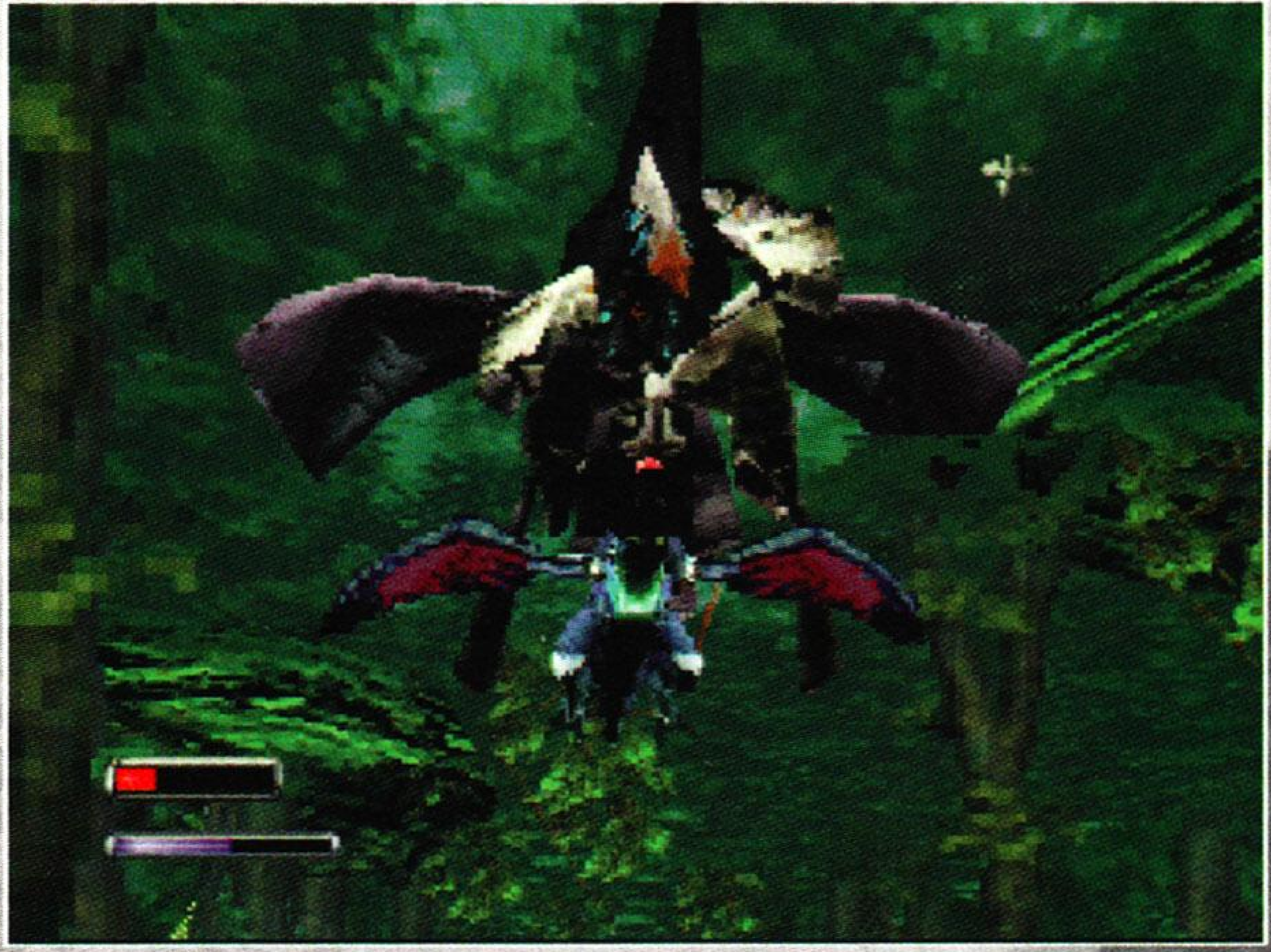
Admittedly 'boney monkey' doesn't really do justice to this mind blowing boss. It's actually a four legged Giegeresque polygon monstrosity, part spider, part alien, that ranks as one of the most impressive creations in the history of Sega.



Mere words cannot convey the mind expanding way this boss moves (above). The life like animation sets a new standard in polygon technology, and we highly recommend you see this guy in action before deciding that Saturn is an 'inferior' machine.

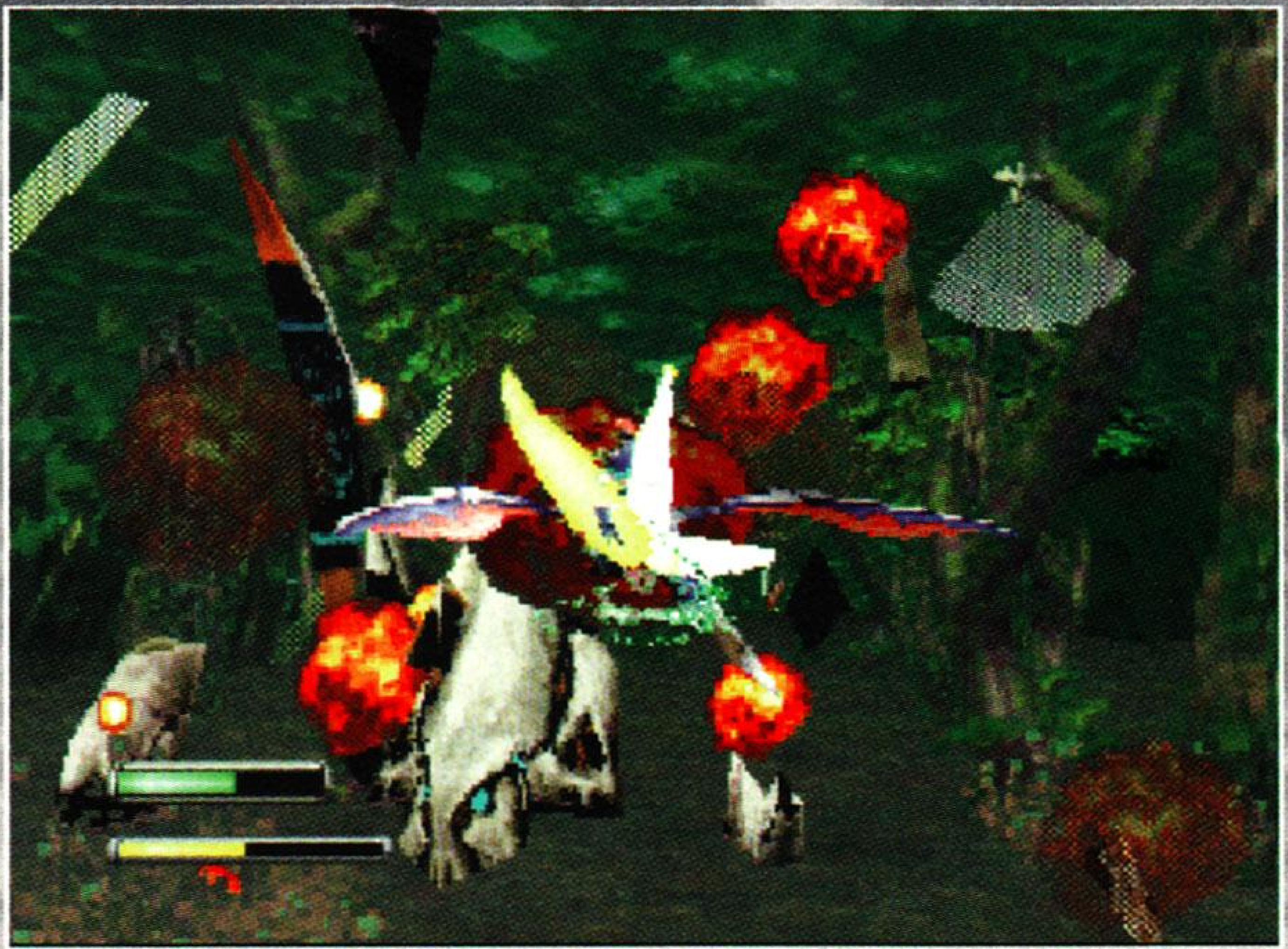
Approaching this bosses' domain, the forest goes quiet, and all enemy activity ceases. Randy and Ugi glide silently into a large clearing, and the creature approaches from behind, carried in by one of the giant granite fishes from route 2, before dropping down right in front of you. You just have time to get a glimpse of its true size, before it takes off on all four legs, running in circles around you firing batches of missiles.

After it has completed a full circle, it performs a huge leap, rising up through the forest canopy. Once out of sight, it continues onwards, dropping fire traps to the ground that must be either shot, or avoided. Lock onto to the rustle of foliage above you and release a barrage of lasers to bring the creature back down for more punishment.



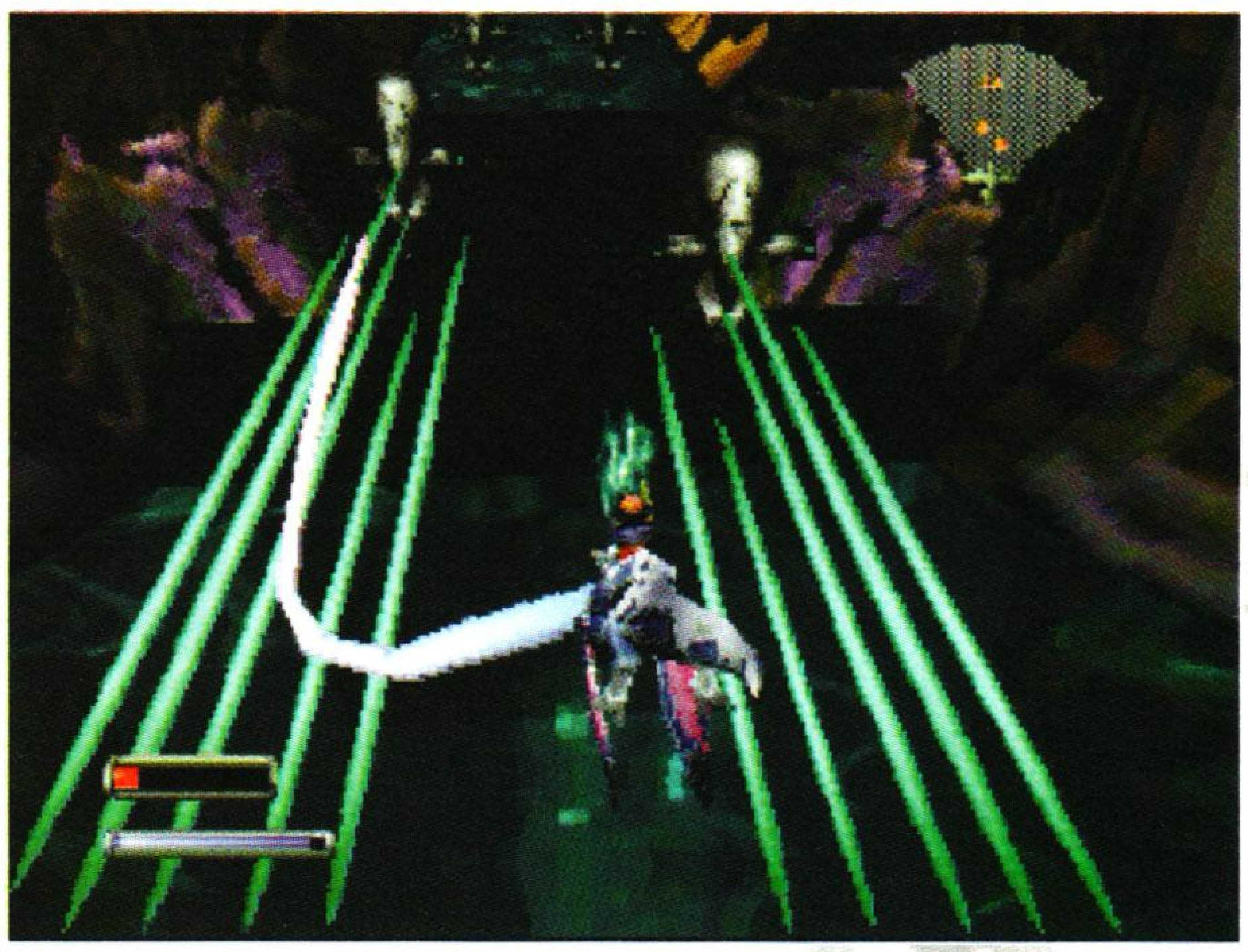
After another encircling and subsequent canopy run the boss lands directly in front of you, attempting to crush Randy and Ugi with giant its claw as you fly up close. This gives a new meaning to 'in-your-face, with the boss literally filling the screen as you fly close enough to count its nose hairs (if it had a nose). Survive this onslaught and the creature takes to swinging about monkey-style from the canopy right in front of you, before finally releasing a vast and deadly spinning disc that must be avoided at all costs.

When defeated the boss returns to the centre of the screen and crumbles away, with energy capsules bubbling from its collapsed jaw. However, if you finish the boss using a berserker attack, he simply explodes into hundreds of boney fragments where he is! Make no mistake, this is an awesome boss experience!



As the boss is finished off with a berserker attack he explodes into millions (or alright tens) of boney fragments that shower to the ground (left). Kill him with an ordinary laser or shot and the death scene is far more melodramatic.

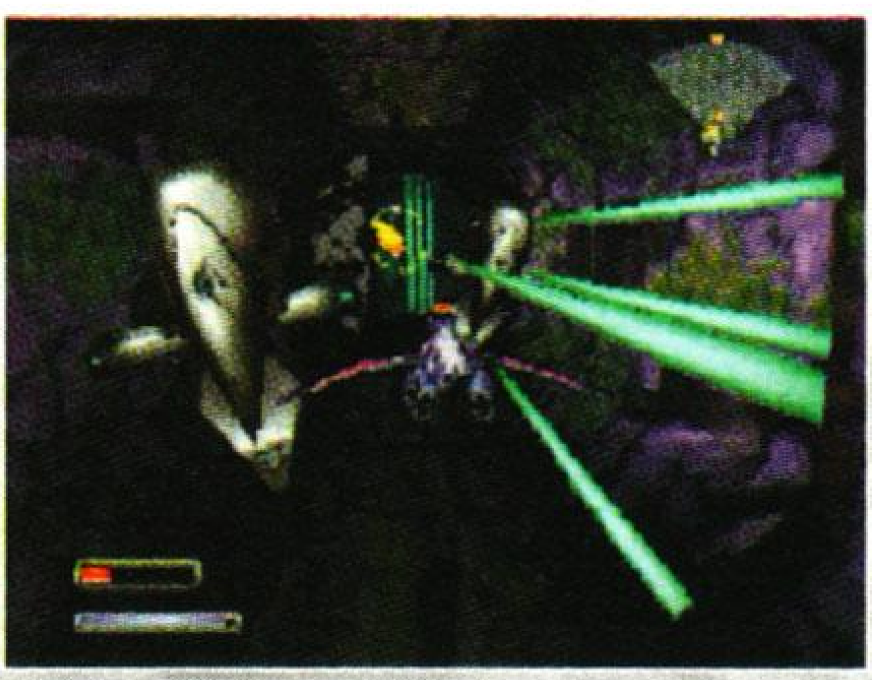
EPISODE FOUR: ESCAPE THROUGH THE CAVES OF THRANGOR!

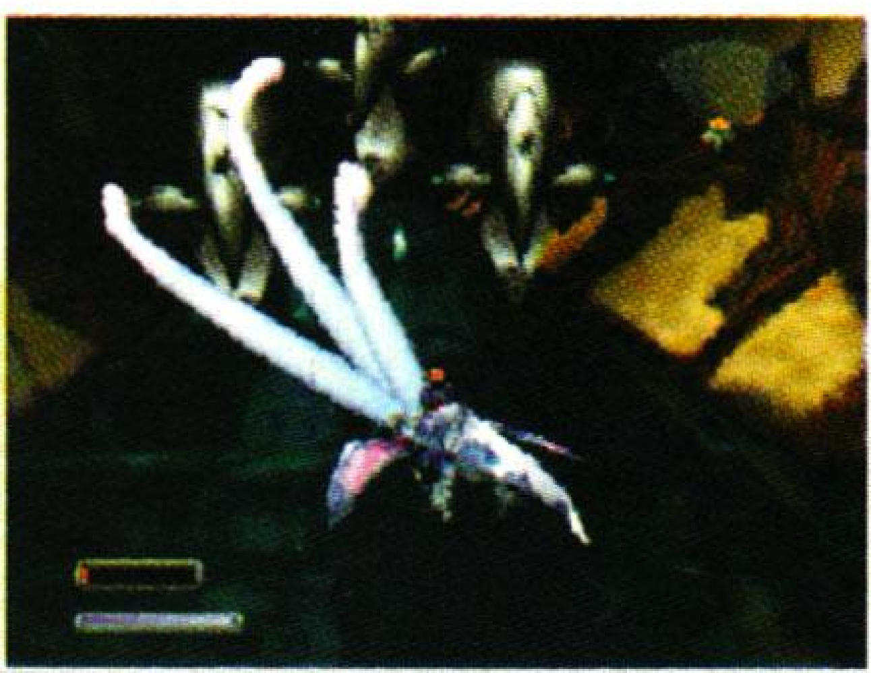


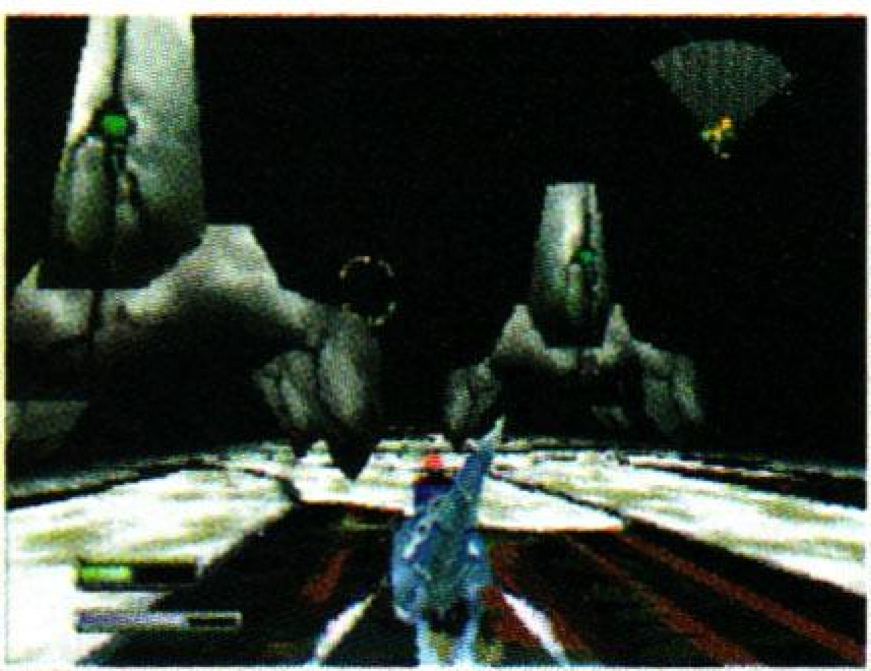
With a fleet of Empire airships waiting above the canopy for our hero to emerge, Randy realises that he cannot leave the safety of the forest without facing unbeatable odds. However, after defeating the episode three boss, he spies a hidden entrance way into an ancient labyrinth that may offer an alternative route. But who knows what evil lurks inside this place - an underground kingdom where even the Empire fear to tread. Faced with no other option if he wants to catch up with the floating city, Randy enters the dark and damp domain known only as the caves of Thrangor. No-one who has entered has ever been known to return...

Episode four is (to the best of our knowledge) the only episode in the game to offer players the choice of three different routes through the level: two routes at the usual junction point, as well as an extra tough hidden path that scores double route points at the end of the episode. Episode four is by far the most disorientating stage in Panzer Dragoon Zwei, with Ugi swooping and banking unexpectedly through a complex maze of vertical and horizontal tunnels and chambers. Thankfully, most of the corridors have been flooded with water (using some brilliant graphical effects) and so at least you can tell which way is up. Also, most of the enemies on this stage seem to be made of stone, revealing a culture and technology different to the Empire's, but equally as deadly.

Episode four is perhaps the most graphically spectacular in the entire game (right). The stage moves at a quite dizzying pace with enemies and lasers frequently filling the screen.







At the start of the episode after facing two groups of three large headed stone creatures in the initial passageway, Ugi suddenly dives vertically down a tunnel and continues this dizzying descent through several large stone portals, and a brief intersecting passageway, combating stone beasts every step of the way. Upon reaching the very bottom of the catacombs, the player is confronted with the route junction: left through the portal for route one or right around the corner for route two.

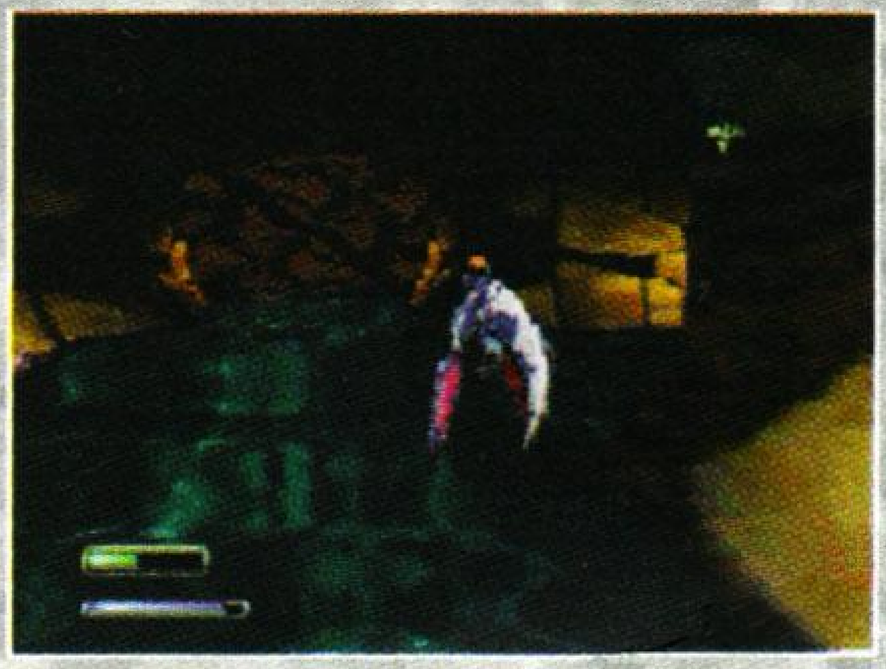
Route 1 (easy)

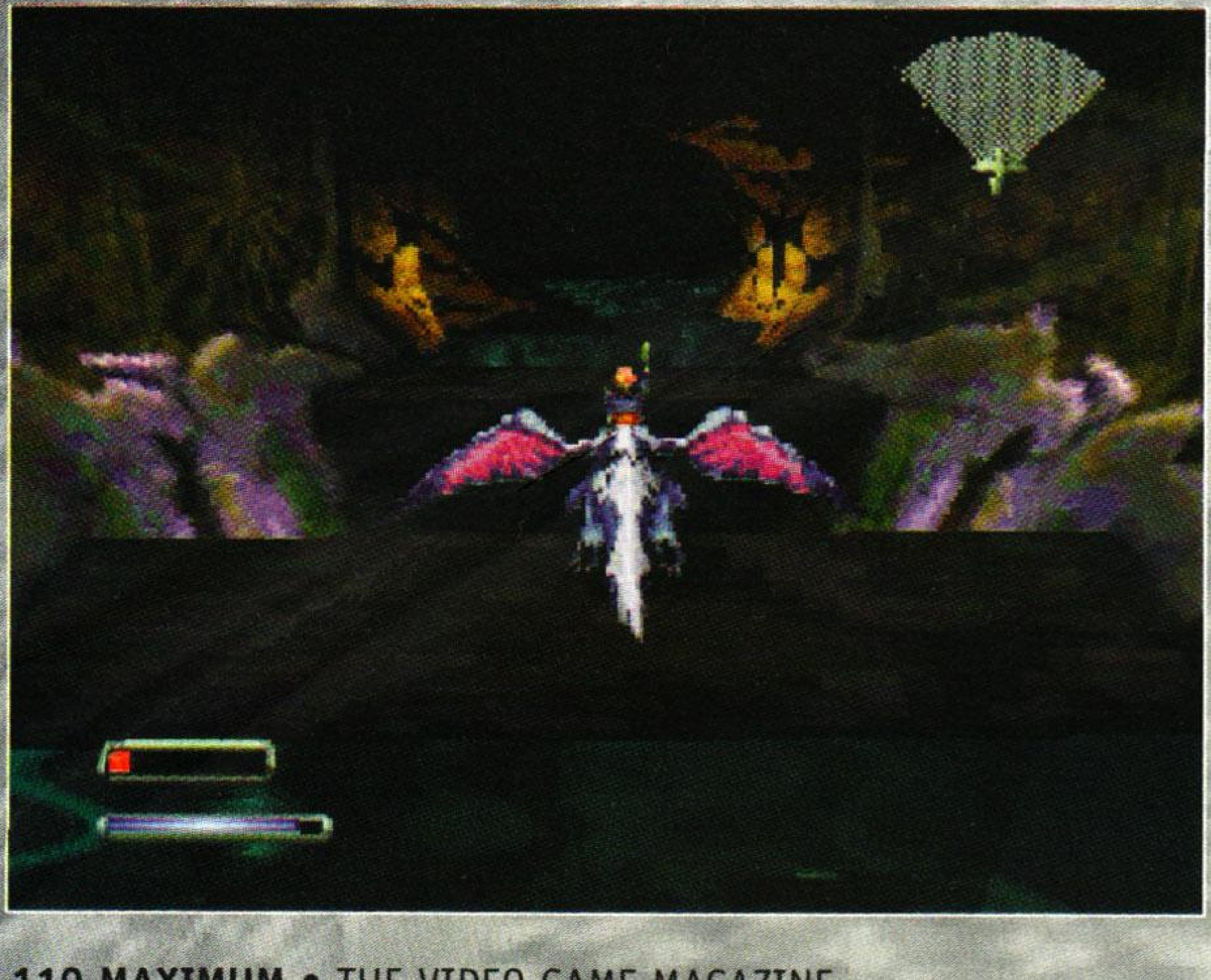
ENTER THE CHAMBER OF LOST SOULS!

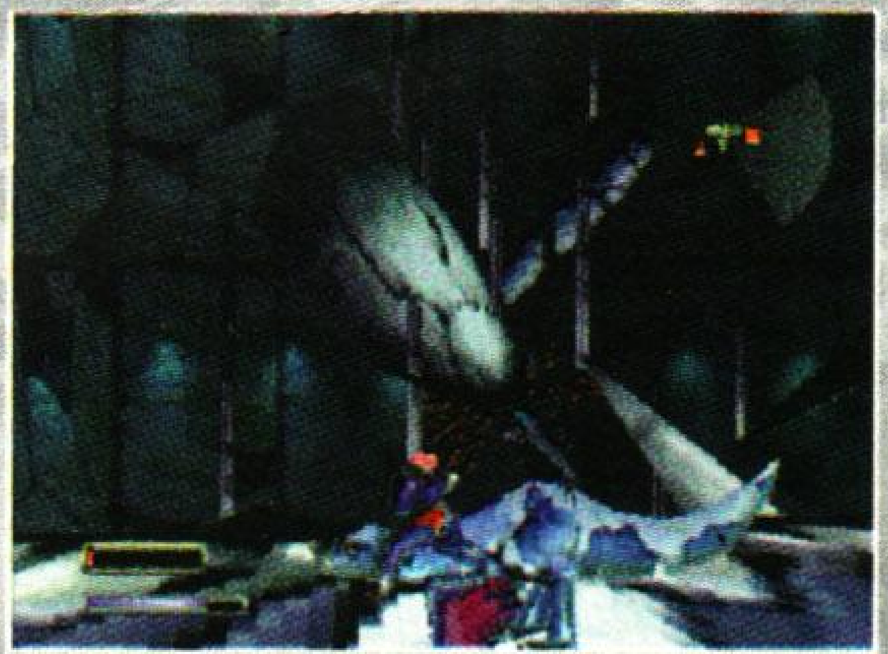
Flying through the route one portal and subsequent narrow stone corridor Randy and Ugi find themselves on a strange marble track leading up to vast decorated chamber. The moment Ugi touches down the player is attacked by a number of hobbling stone entities (with a single green eye), who finally bring the dragon to a halt when they completely surround her. Much to Randy's surprise, the platform they are standing on starts to rise, and a battle with some vast living rock structures ensues. These creatures are perhaps the most bizarre entities in Panzer Dragoon Zwei, and utterly defy description. Though they pose no real threat, they possess incredible stamina, and require several direct hits before they finally collapse to the bottom of the cavern.

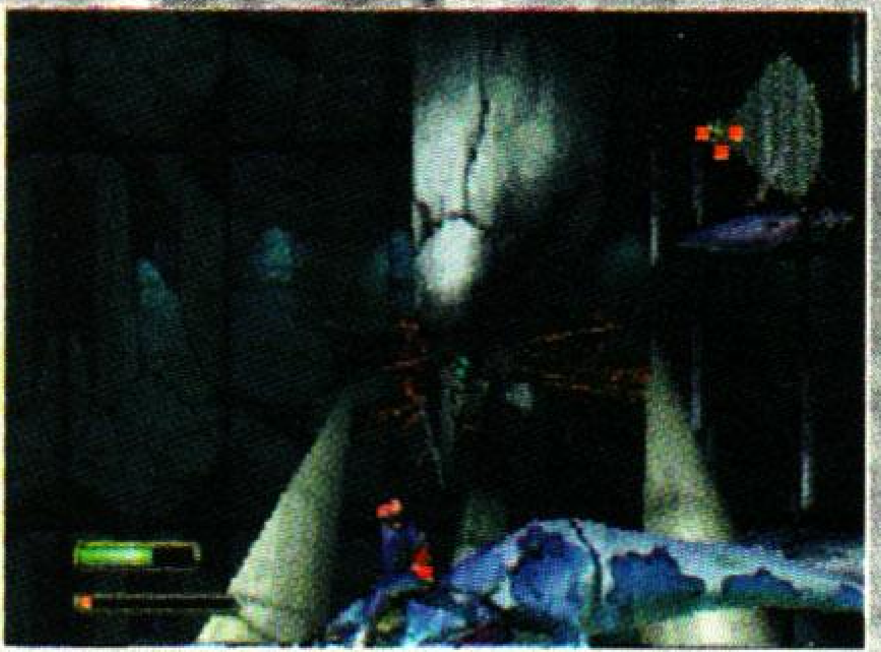
Whether these beings are destroyed or not, the platform eventually reaches its destination when it connects with another similar platform hundreds of feet above, and from here it is only a short distance to the bosses domain.

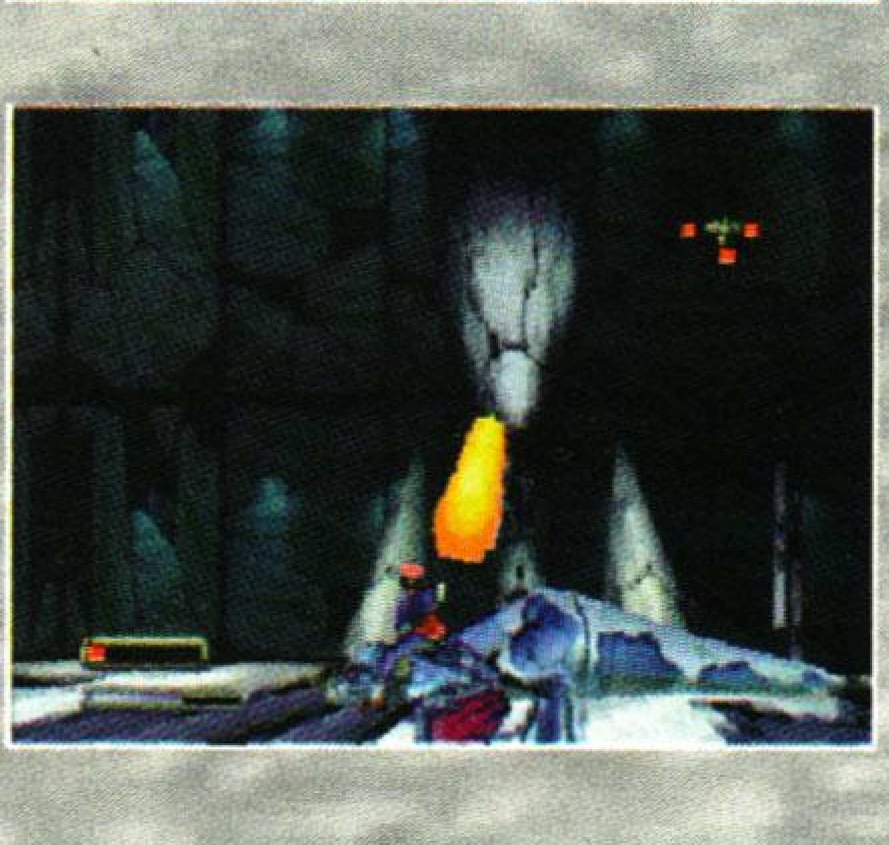
The ordinary episode four junction point (right) is at the bottom of the first vertical descent, whilst the secret junction point (below) occurs at the very start of the episode. The route one sub-boss defies description. So here are some pictures (below right).









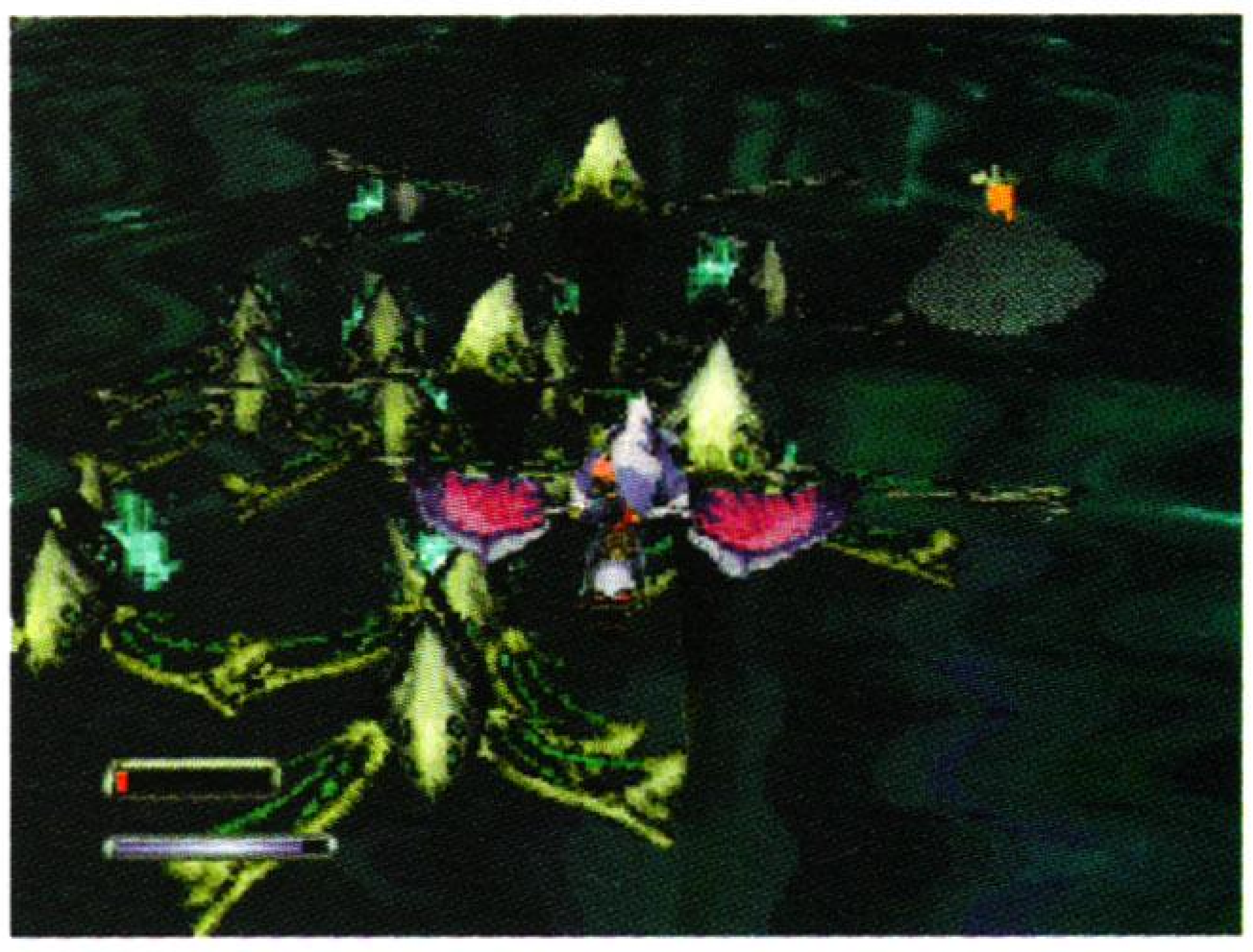


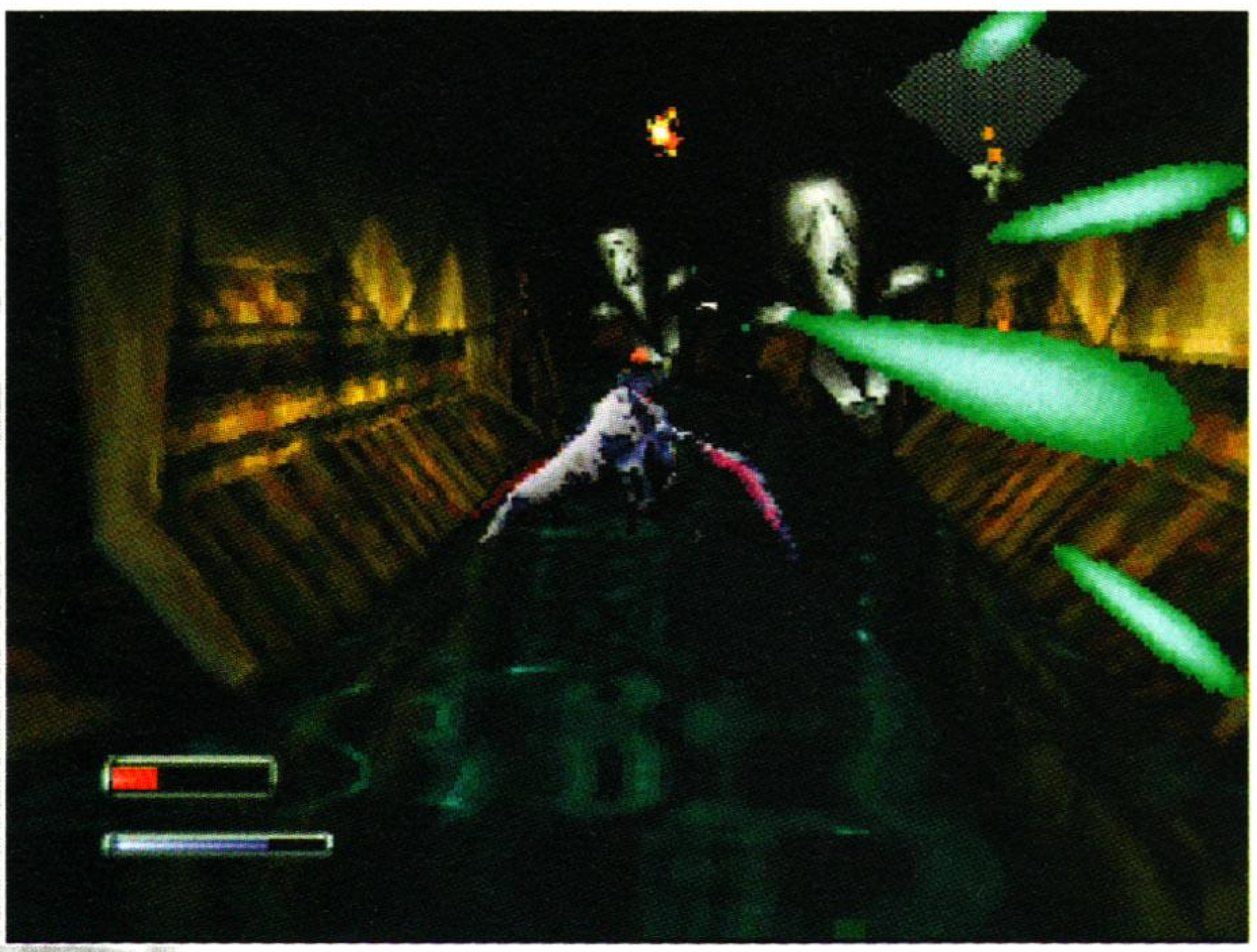
Route 2 (hard)

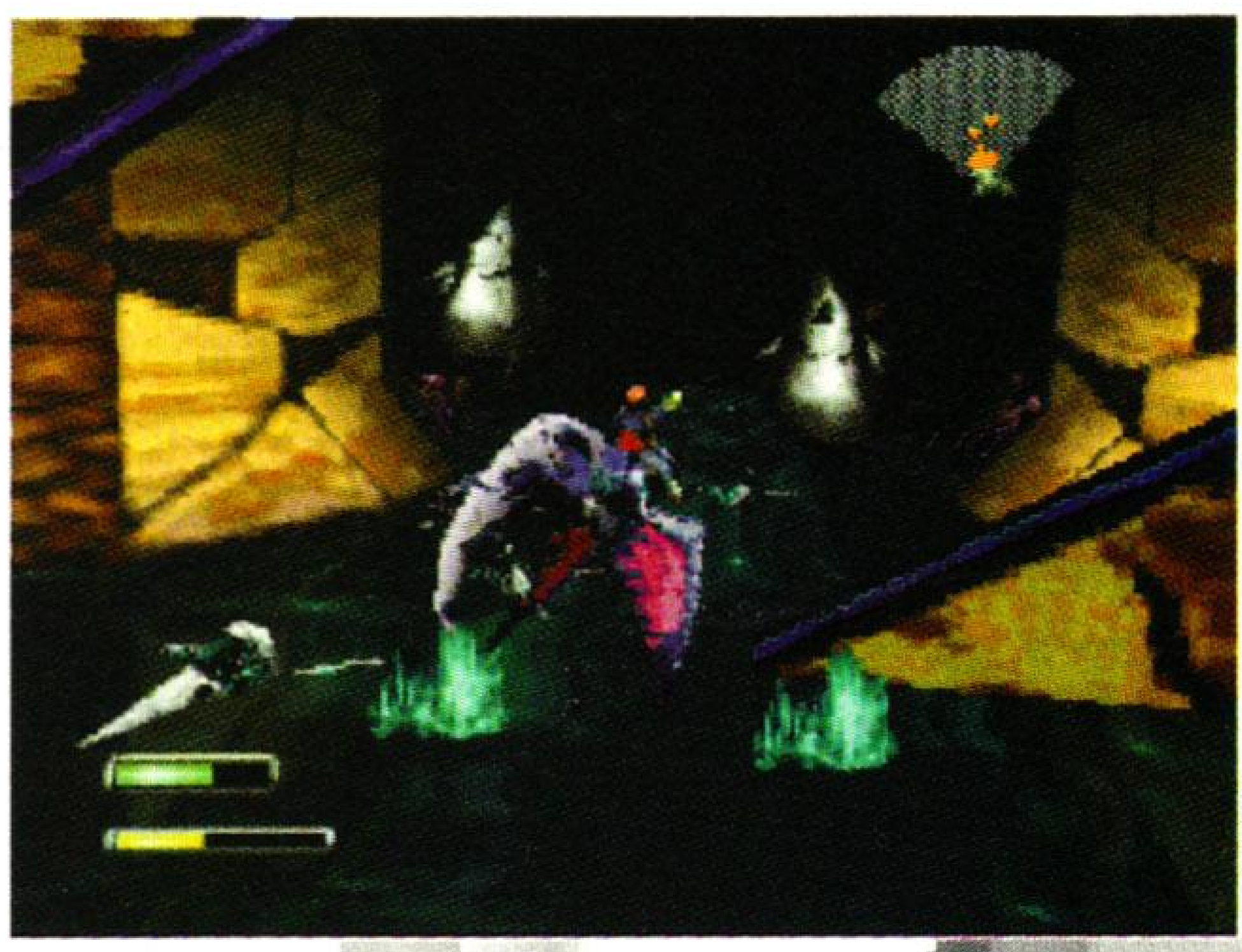
PIRANHA ATTACK!

Turning right at the junction point Randy and Ugi follow a sequence of tunnels that takes them back up to the top of the labyrinth, whereupon they enter a darkened cave. Light flickers in stroboscopic fashion as the water froths and bubbles, before a veritable army of flying piranha creatures burst forth, gnashing at the unfortunate duo with razer teeth. Sharp shooting skills are indeed required to fend off this swarm of mutant horrors, and a berserk attack is strongly recommended.

Upon leaving the chamber the player is taken back down to the lower levels of the catacombs where they must face a horde of projectile firing enemies that closely resemble the conch creatures from episode one (though these ones carry cannons!). Once these have been vanquished a series of large hanging stone plates is all that stands between you and the boss.



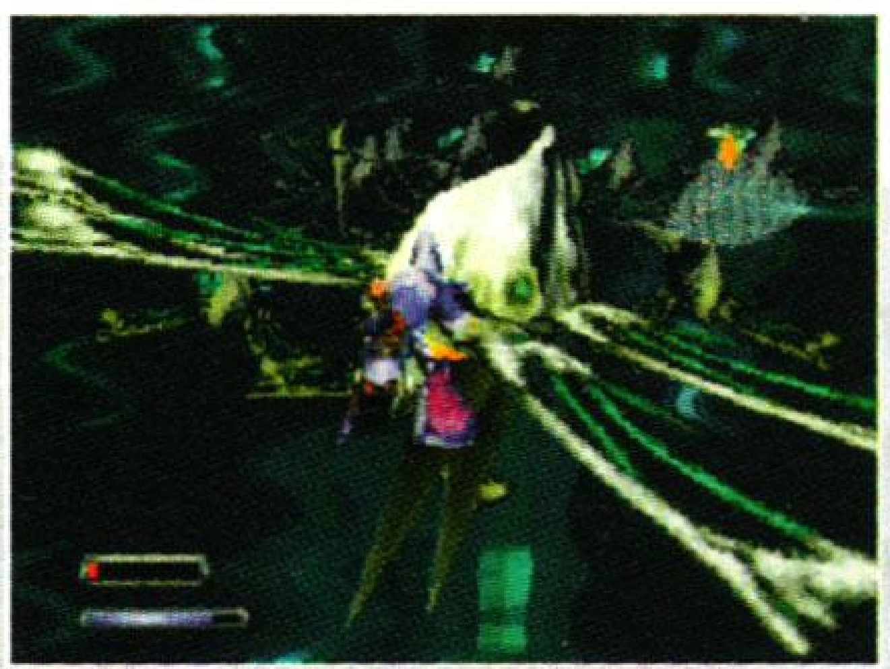


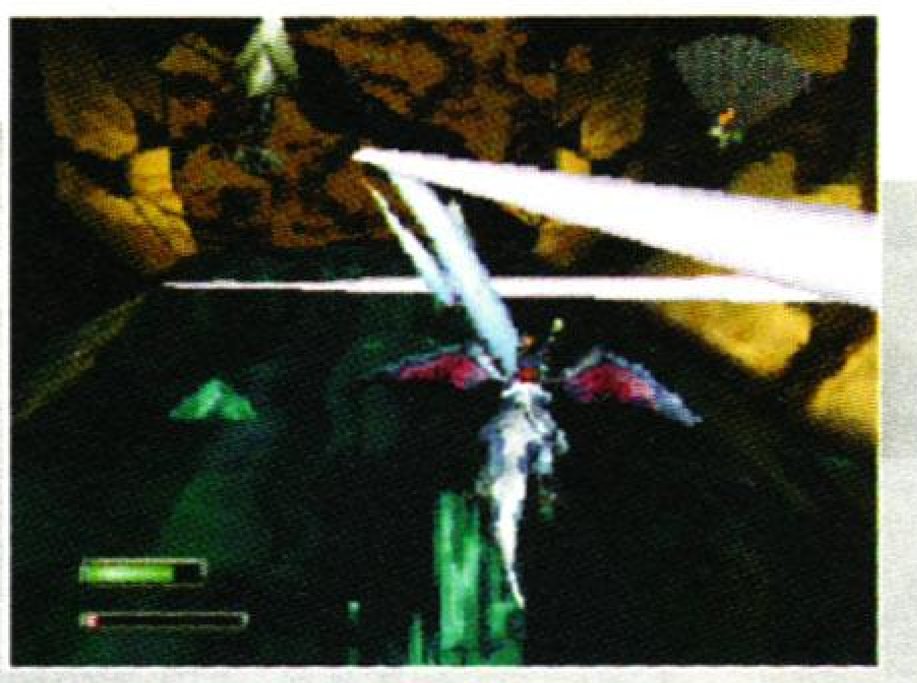


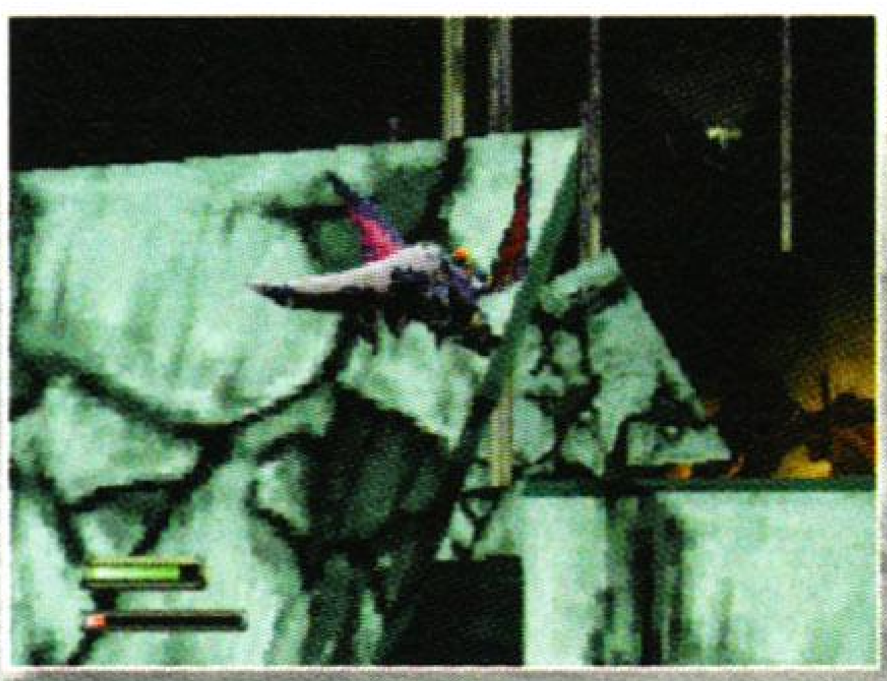
Route 3 (super hard)

THE CHASE IS ON!

After the initial batch of stone creatures at the start of the level, if the player moves Randy and Ugi to the top of the screen as they approach the first vertical tunnel (which they normally go down), the opposite sliding door will open and they will ignore the usual tunnel and head straight on. You must keep hold down up on the d-pad quite early to make sure. Once through the portal, Ugi speeds up, and the game reaches breakneck pace as you bank around corners and swoop down tunnels in a desperate attempt to escape the many creatures that surround you. Even though there is no mid-level sub boss, this route is definitely not for the feint hearted. The action comes thick and fast and only a true master is able to conquer this path convincingly. At one point flying down a vertical passageway you reach an intersecting horizontal tunnel, and a vast barrage of deadly projectiles attacks you from the rear. Scoring a 100% ratio here is something of a miracle!







Route three may look simple (above), but it is by far the toughest route option in the entire game. The giant rock slabs hang from poles embedded in the ceiling (left). Shoot the connecting point and they drop into the water below.

ARE YOU READY TO FACE THIS AQUATIC TITAN?

BOSS: GIANT FISH

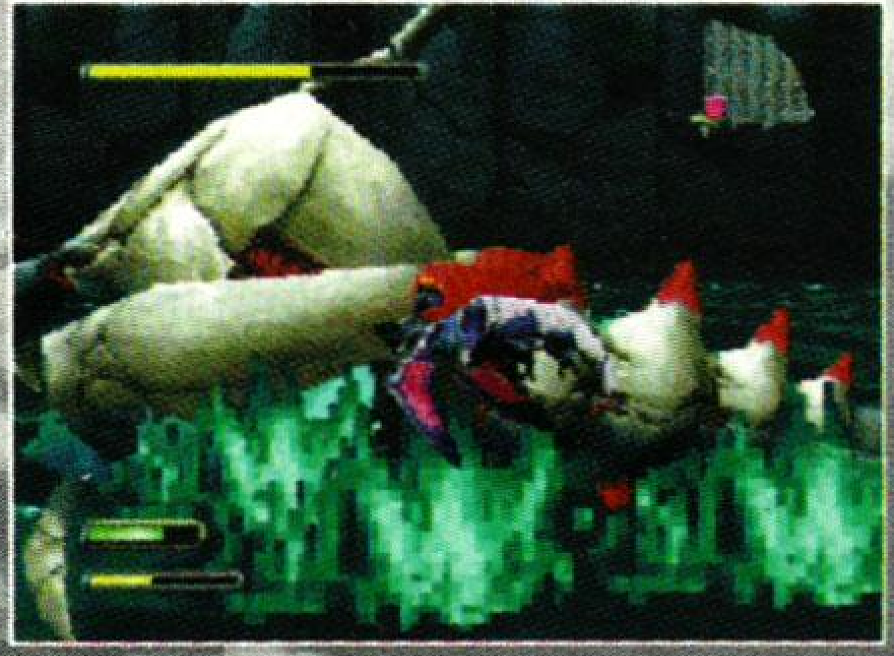
After finishing whichever route you selected, the player enters a vast city sized cave with only one long narrow bridge running through the centre of a giant lake. As you proceed out onto this bridge, you spy bubbles off to your left, and upon closer examination catch a glimpse of a giant fish swimming beneath you! After it has circled you several times, it explodes from the water and clambers onto the bridge, appearing before you in all its glory. If you thought the episode three boss was big, wait until you see this mother! Inflict as much damage as you can before the beast dives back to the safety of the water, only to reemerge some distance away and unleash a burst of deadly missile fire. After a few seconds of vulnerability, it once again returns to the deep and this time, it reemerges a lot closer. Ie. Right underneath you!

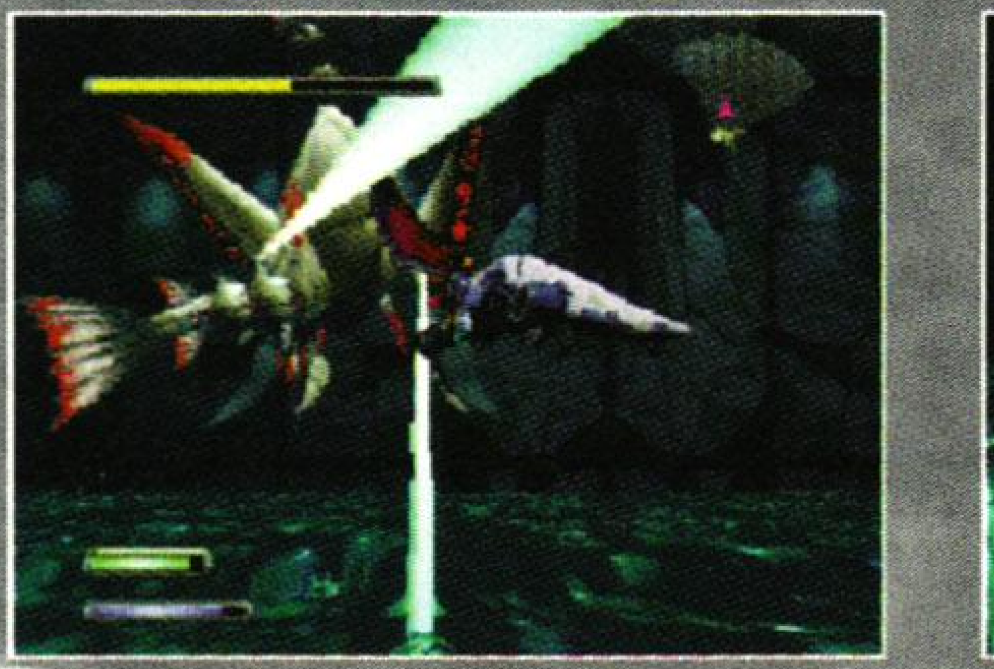
Ugi starts to run as the creature smashes away the stones of the bridge from beneath your very feet, and a frantic chase ensues with old fish features just a few metres behind you, constantly uprooting the bridge in a monstrous attempt to claw you into the water.

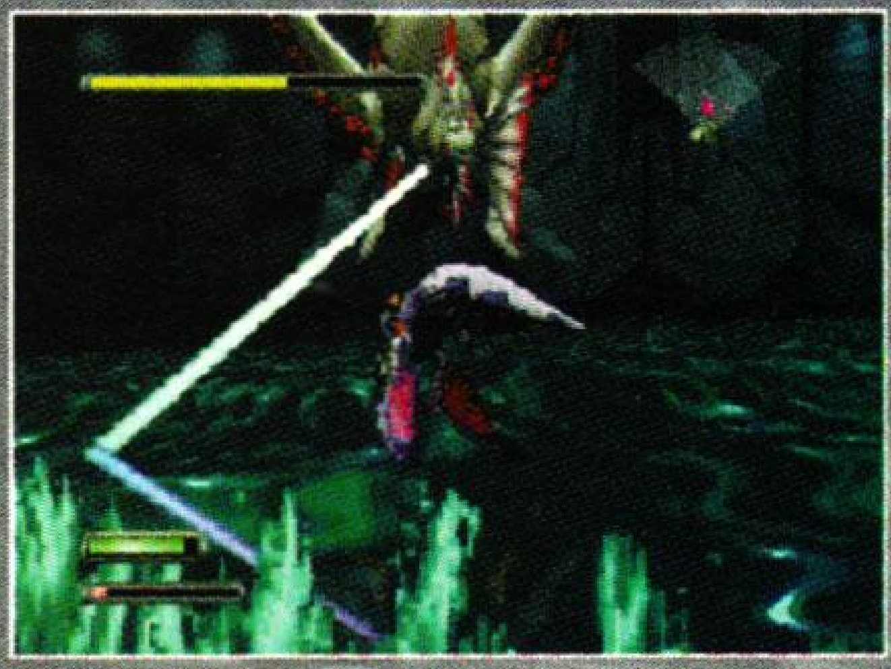
Blast its head with pistol shots, and eventually it gives up its pursuit, and disappears back to the depths, only to pass underneaththe bridge and smash its way up directly in front of you.

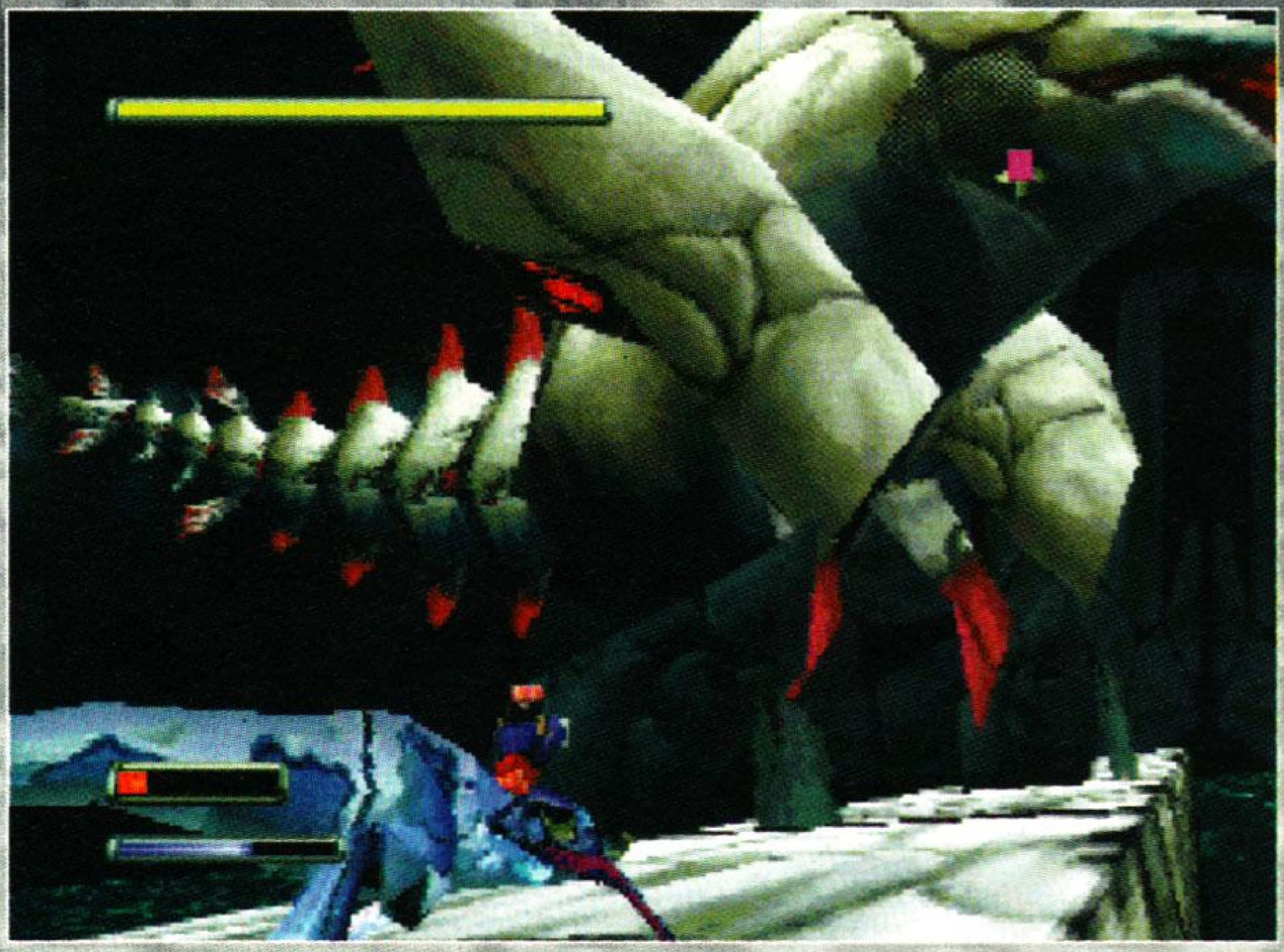
With the bridge now destroyed, Ugi is forced to take to the air, and the rest of the confrontation now occurs with the player flying and the beast skimming along the surface of water. Try to avoid shooting the mines the creature releases, and save a berserk attack for when it rises up and fires its cutting laser beam at you.

The boss experiences just get more and more incredible! Randy and Ugi track with the fish as it skims the surface of the lake (right) while the boss introduces itself by leaping onto the bridge right in front of the player (below).

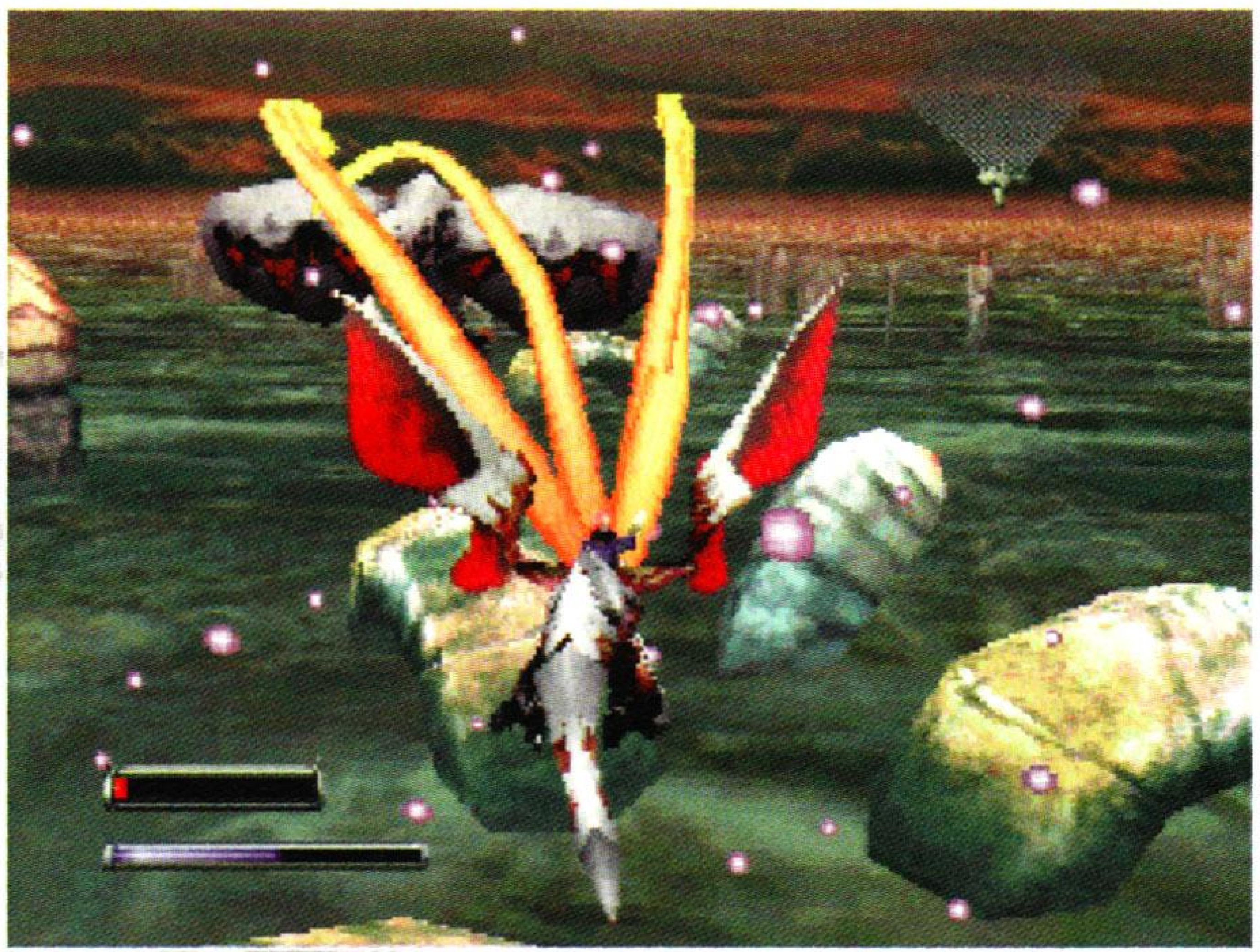


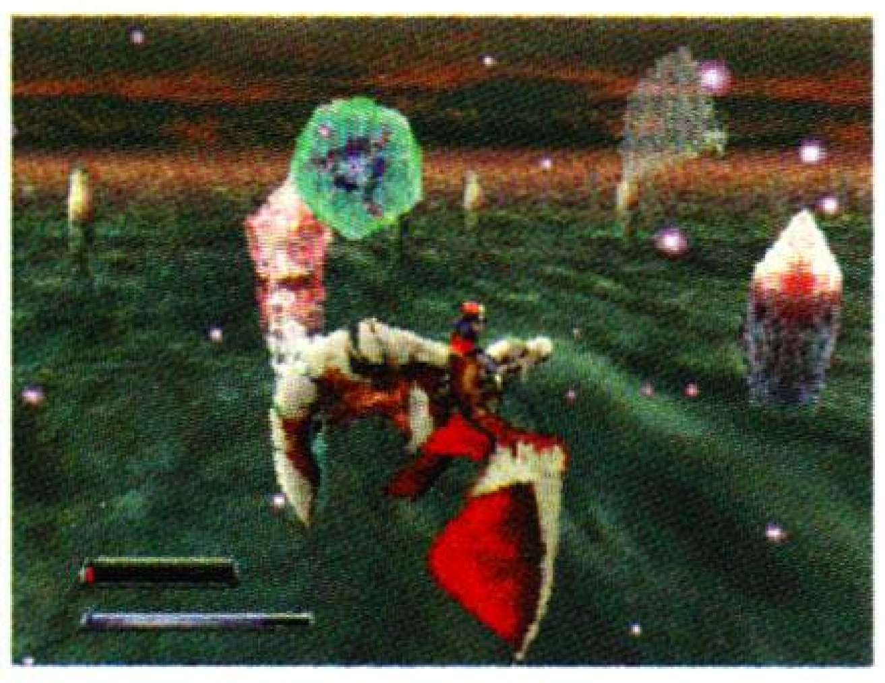






EPISODE FIVE: THE CHRYSALIS GRAVEYARD

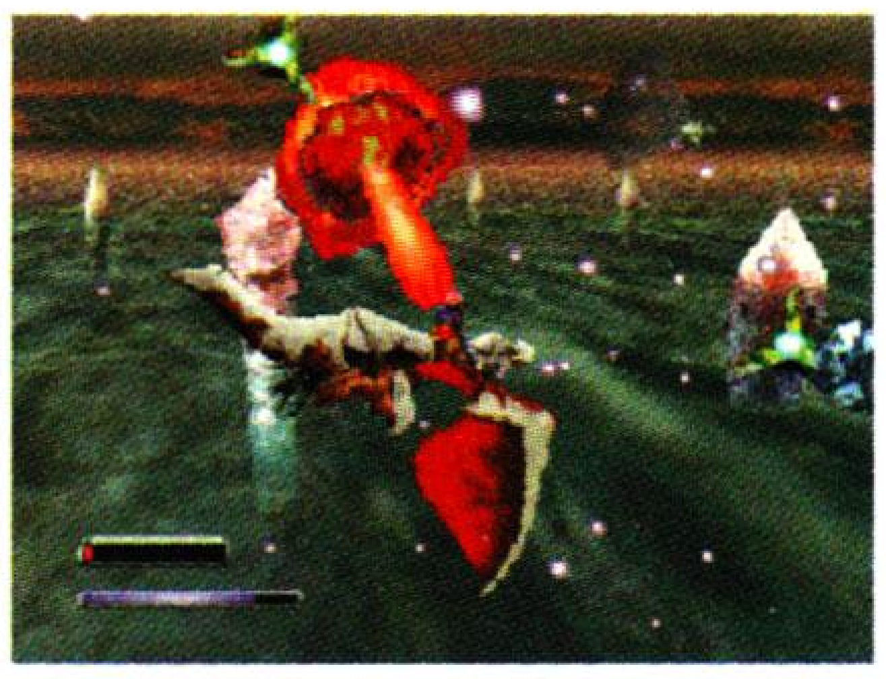




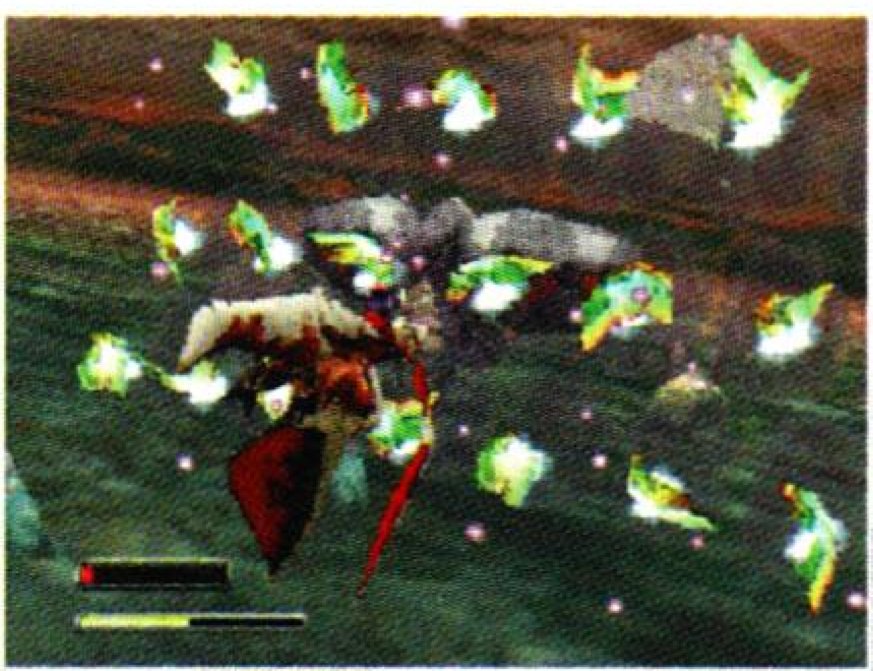
Emerging from his daunting experience in the Caves of Thrangor, Randy is pleased to see that his diversion has indeed eluded the bulk of the Empire forces and made good time. In the distance he spies the Emperor's vast airborne citadel, and realises that the final confrontation is almost upon him. However, before he can begin his attack run on the floating city, he must first encounter the city's personal escort in a duel to the death above the chrysalis graveyard - a kingdom of twisted quartz structures long since covered under a blanket of falling crystals.

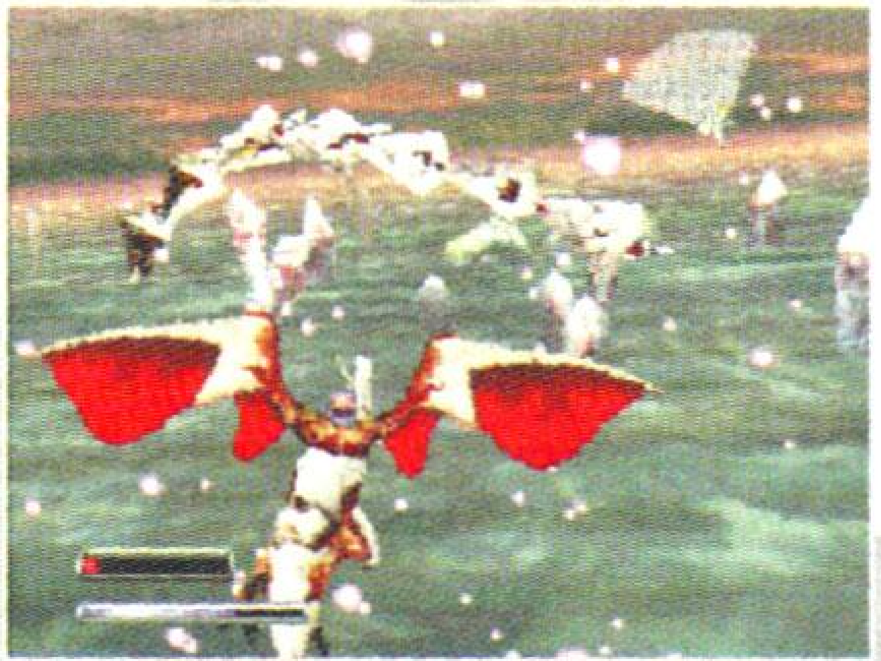
More than any other stage, Episode five drops you right in at the deep end, with the player being instantly assaulted from all quarters by both the level's boss (in his first incarnation) and also a number of green triangular entities that rank among the toughest minions in the entire game. These rapidly rotating banshees move at lightening speed and fire a chain of blue energy bolts at Randy and Ugi that are increasingly difficult to avoid. What's more, they are impervious to Ugi's lasers, and therefore can only be taken down by an accurate burst of pistol fire.

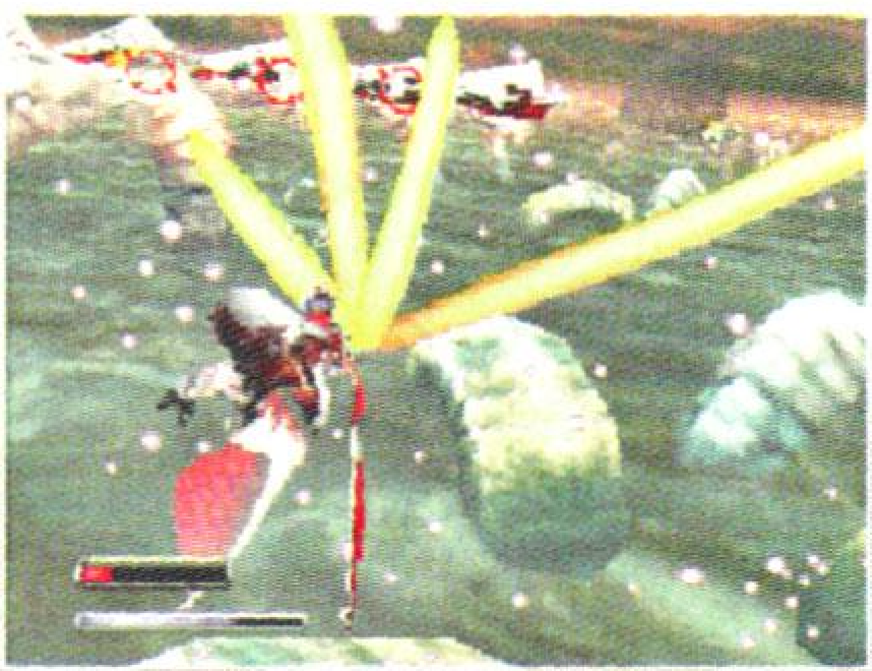
The boss itself resembles a large angular snake with two huge concave wings, and for the duration of the green triangle assault, it is remains ineffectual. However once the triangles depart, it attacks by launching a series of screen large walls of green shrapnel through which Randy and Ugi must blast a path if they want to remain unscathed.



One tactic for defeating the green triangles is to lock on and fire a laser, thus causing them to freeze as they shield themselves from the blast. While they are frozen, they make easier targets for your rapid fire pistol (above).



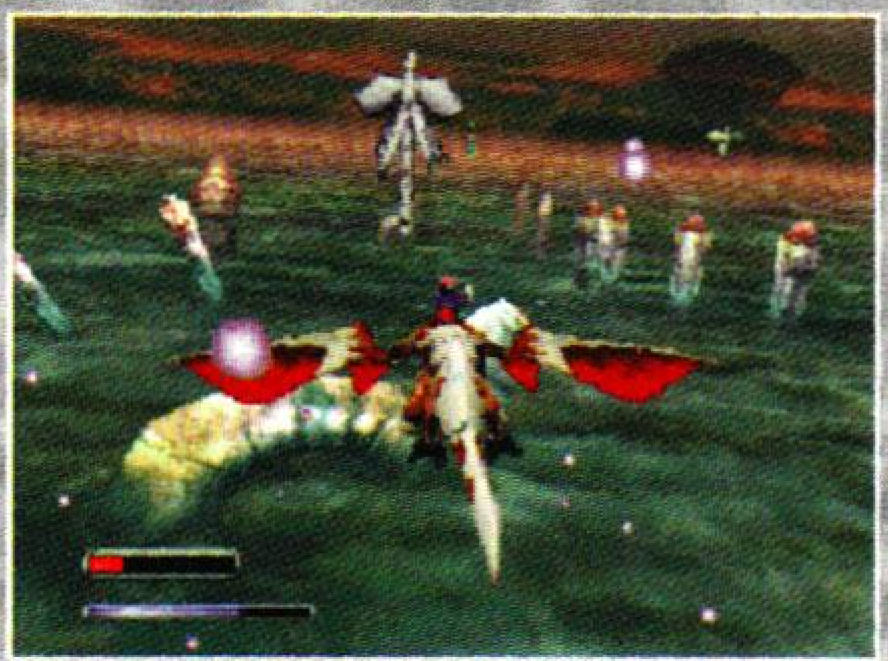




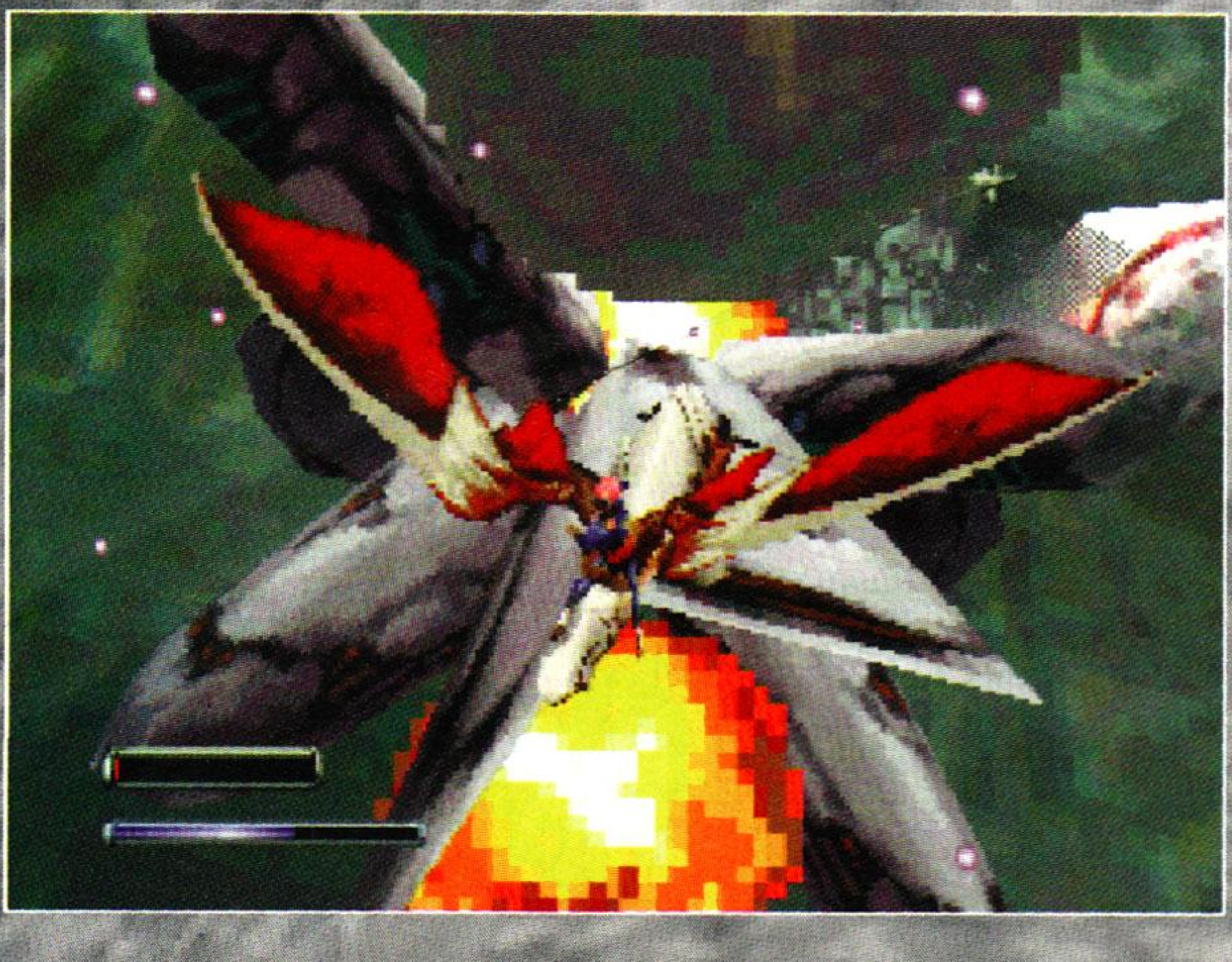
Once you have inflicted enough damage to the boss, it explodes and falls to the ground, before burrowing underneath the surface and tunnelling off into the distance to wait for you at the end of the stage.

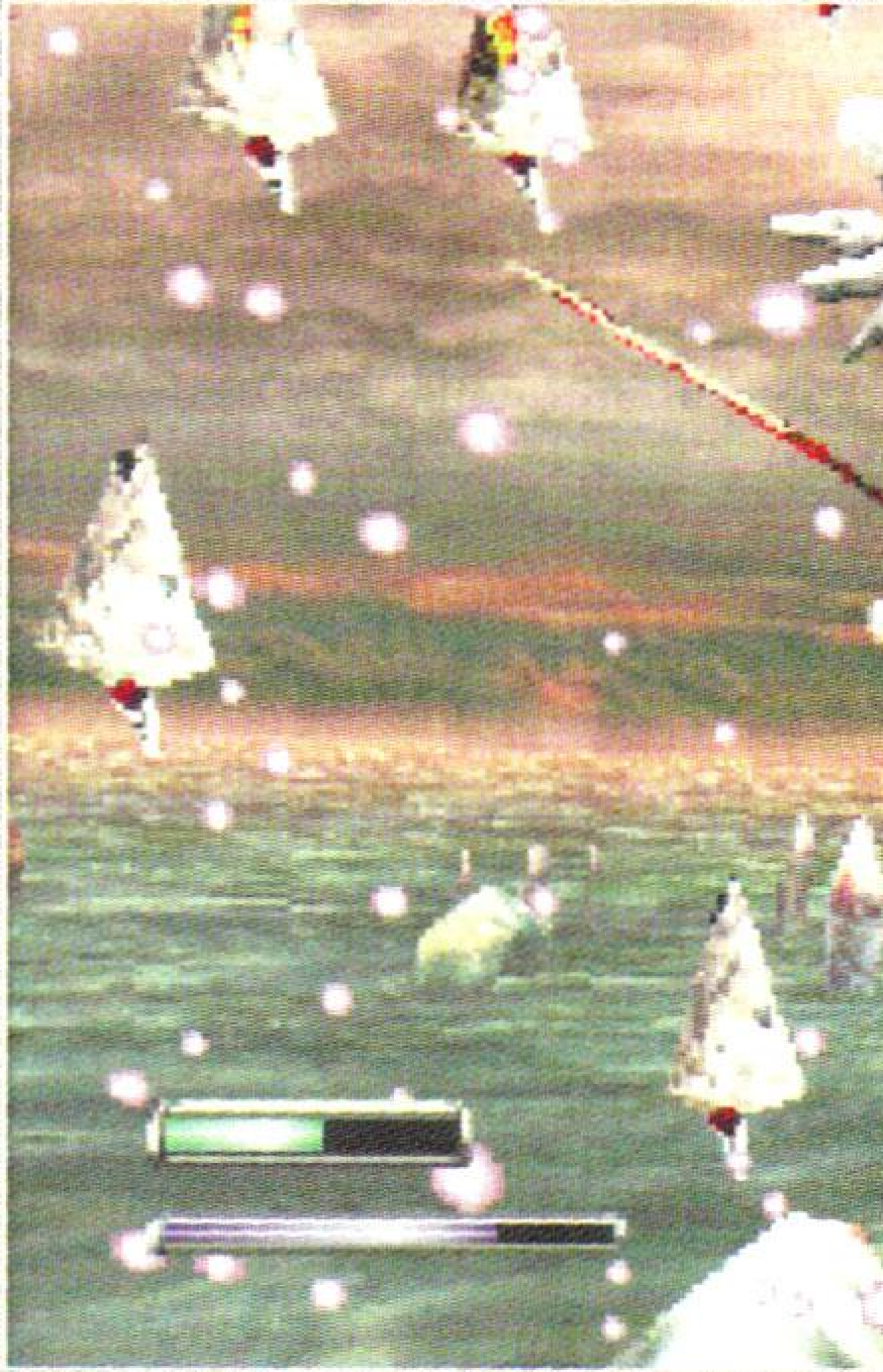
Continuing on, you next encounter several waves of crystalline birds which fly up from beneath you, spread their wings and fire their projectiles, before disappearing from sight. You have to be quick if you want to nail them all, as they drop out of view almost as soon as they appear, and the acute angle at which they hover only makes them more difficult. Whilst combating these birds the floating city passes directly overhead, reinforcing that Randy is in fact close to his goal, and once they have all been defeated, it is just the end of level boss that stands between you and vengeance!

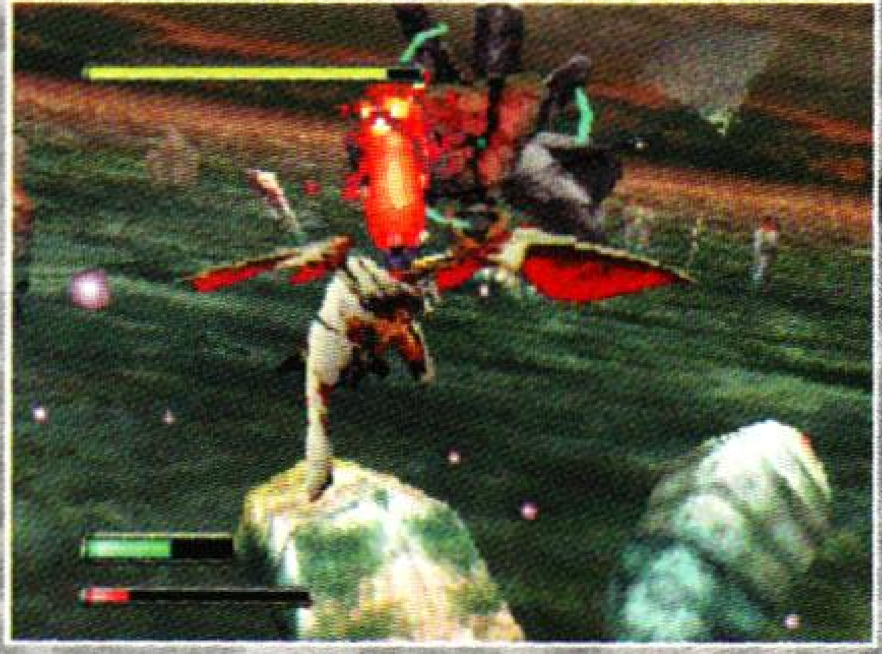
BOSS: THE WINGED SERPENT

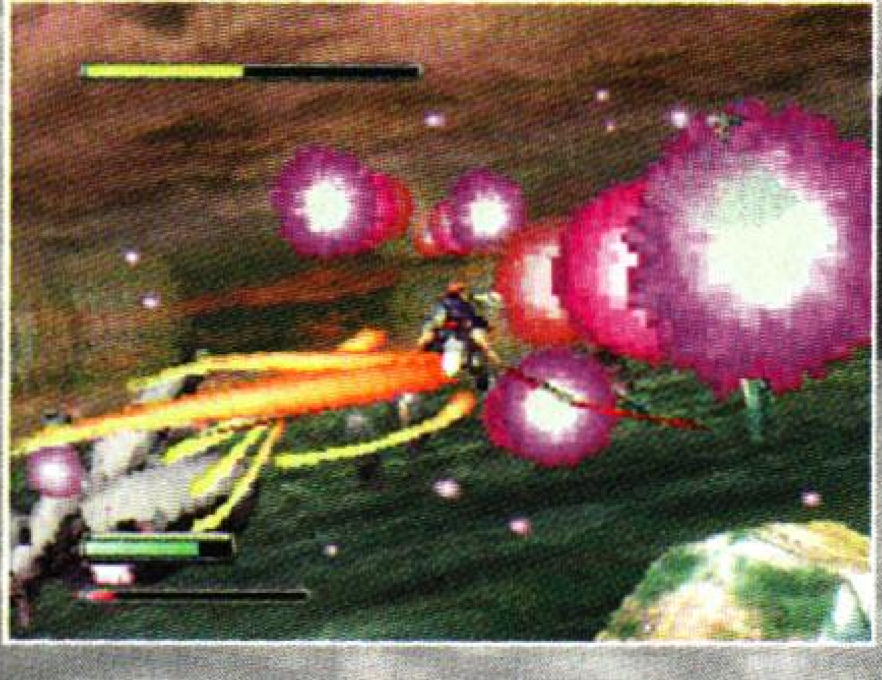


The winged serpent approaches Randy and Ugi by burrowing past them underground, before bursting into sky right in front of you. Like the triangles at the start of the level, it has a rotating shield that will catch any lasers you fire, preventing the deadly rays from causing any harm. The trick is to use your lasers to freeze the shield, then blast it with your pistol until it self-destructs. At this point the boss becomes vulnerable to laser fire, and a good thing too because without his shield he decides to unleash a barrage of giant weaving purple plasma balls that inflict serious damage. There is another, slower method of destroying the winged serpent, and this involves wearing him down from the start using nothing but pistol fire. While this may take a longer time, it is much safer, and provided you can shoot the rockets he launches intermittently, it is possible to annihilate the boss without even being hit.









Snow effects have been utilised by many games in the past, but here they are cleverly used to create a sense of speed and direction (above). What's more, the snow keeps falling even when the game is paused!

EPISODE SIX: ATTACK THE FLOATING CITY!

Having conquered all obstacles in their path, Randy and Ugi now prepare for their final assault on the floating city. When the Emperor sees that Ugi has transformed into the dragon that he prophesised would destroy him all those years ago, he is scared for his life, and immediately scrambles every soldier and creature available to protect him!

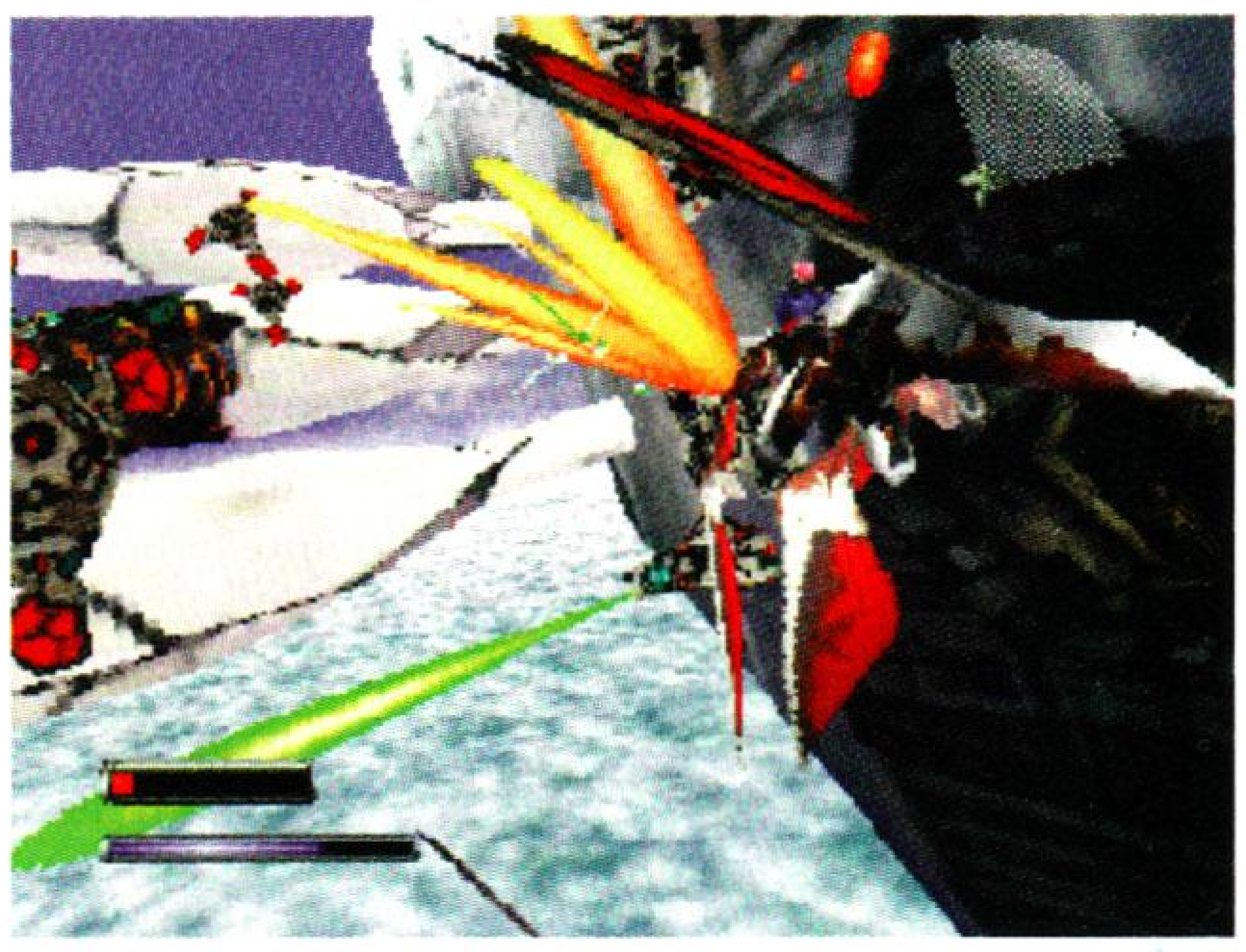
Randy knows his chances are slim, and he is tired and weary, but he has travelled this far, and with the horrific memories of Alcazar still driving him on, he swoops down along the deck of the ship, ready to exact his terrible revenge...

Episode six is the final 'proper' stage of the game. It is also by far the toughest. From the moment you descend into the trench along the surface of the floating city (Star Wars style) hundreds of enemies swarm at you from all sides. Your radar is just one big mass of orange dots as cannons, enemy fighters, stone blocks and ground based relay craft all contribute towards making your life difficult.

Providing you survive this initial assault, Randy and Ugi continue through a portal intoo the city, and proceed around a series of sparsely populated vertical and horizontal passage ways, before reemerging at the front end of the ship, next to the left hand side central navigation oars.

Go for the side mounted turrets first, as once these are removed the oars are defenceless, and ready to soak up punishment.These vast stabilisers make large targets, with multiple laser lock points, so move your aiming sights along them in sideways motions to score up to six laser hits in one blast. After a few minutes' abuse, they should snap off and fall to the earth, leaving the floating city unbalanced and in turmoil.

With the oars severed, Randy and Ugi return inside the ship for more corridor based blasting action, before exiting into the air once again, this time directly beneath the head of the floating city. Strafe the belly of the ship to remove any pesky turrets and keep an eye out for even more bird like attack crafts.



The proceedings reach an all time high on the **MAXIMUM** hardcorometer (right) as Randy and Ugi perform a Star Wars like attack run on the surface of the floating city. Hopefully, Ugi will have metamorphosised into a fairly hard dragon by now.

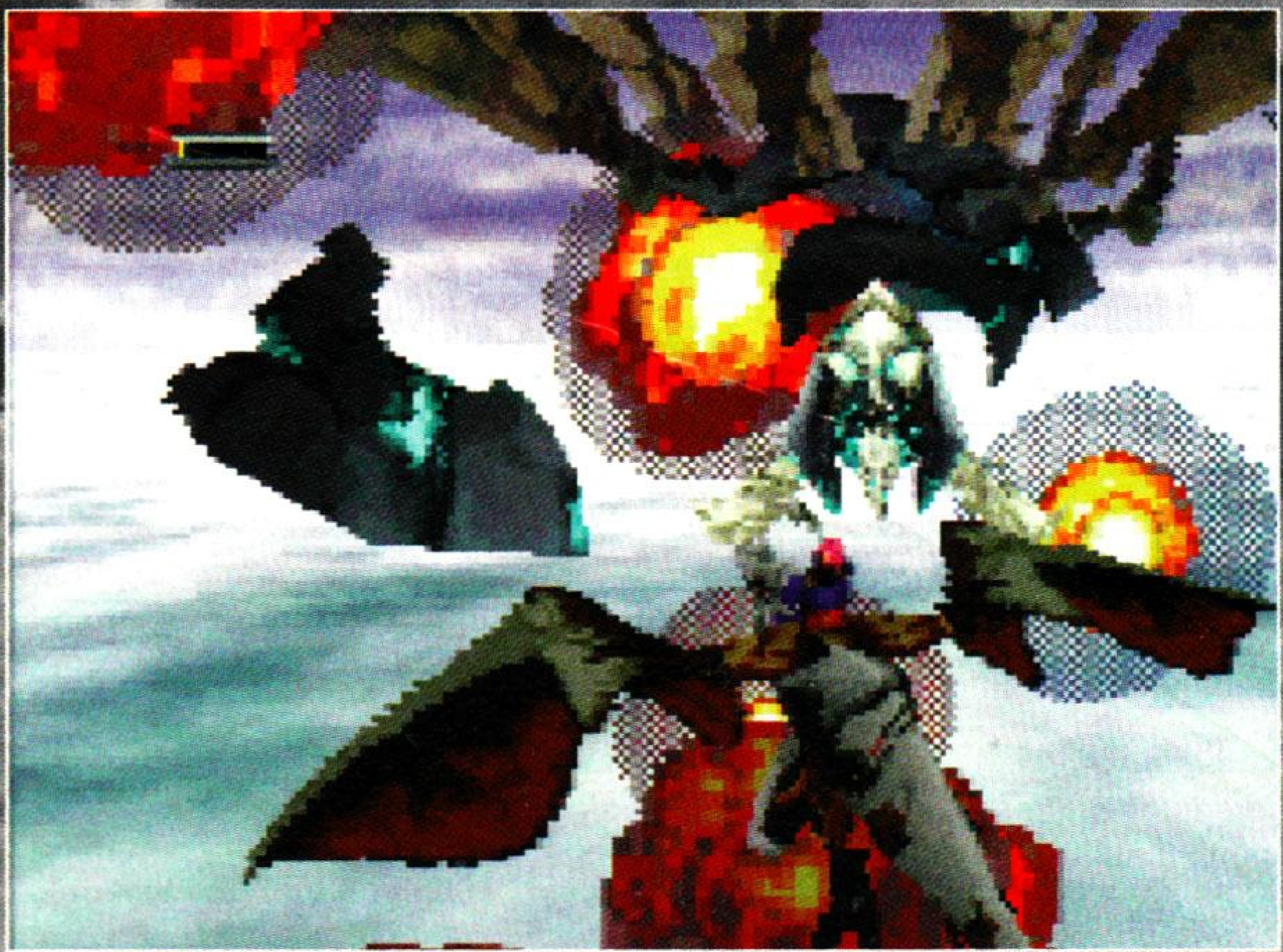
MAXIMUM recommends a quick berserker attack to deal with these stabilisers (left). If you're good enough to have earned the skydart dragoon by this stage, he can achieve up to 20 laser locks on the oars in one blast!

CRIPPLE THE EMPIRE'S VAST FLOATING CITY!

BOSS: FLOATING CITY POWER CORE

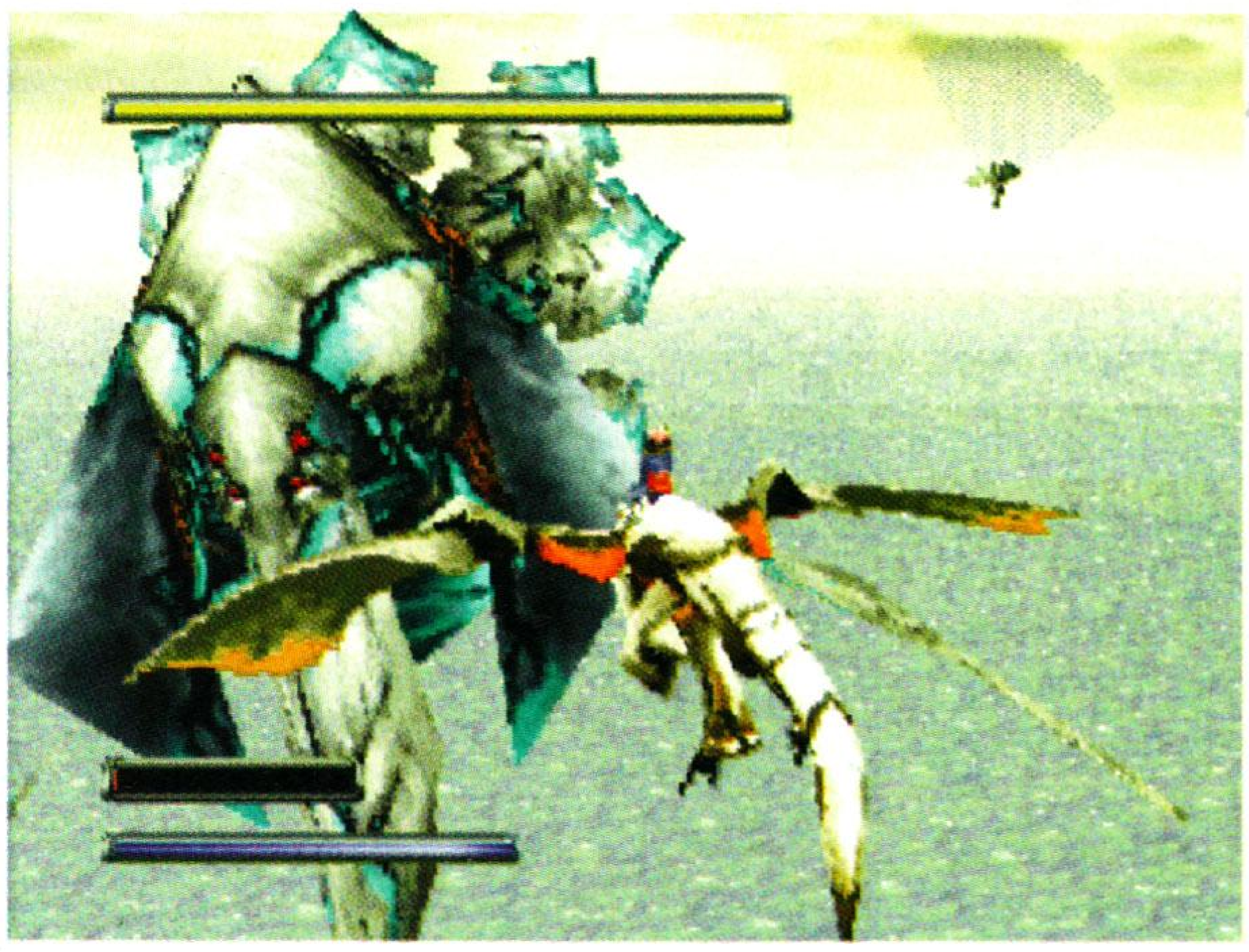
As Randy and Ugi approach the floating city's core, the outer layer of the organic power supply shatters, revealing an egg like entity hung by stone supports from the belly of the ship. The core attacks in a number of fashions, using a wide range of projectile attacks, and at random intervals releasing what looks like a swarm of metal fish which 'swim' at the player. As the core takes damage, the egg shell slowly breaks away to reveal a living creature within, which is ultimately freed by the destruction of the shell.

MAXIMUM recommends adopting a constant figure of eight style manoeuvre to avoid as much of the damage as possible, and use ordinary rapid fire shots on the mother dragon's head as it becomes visible.



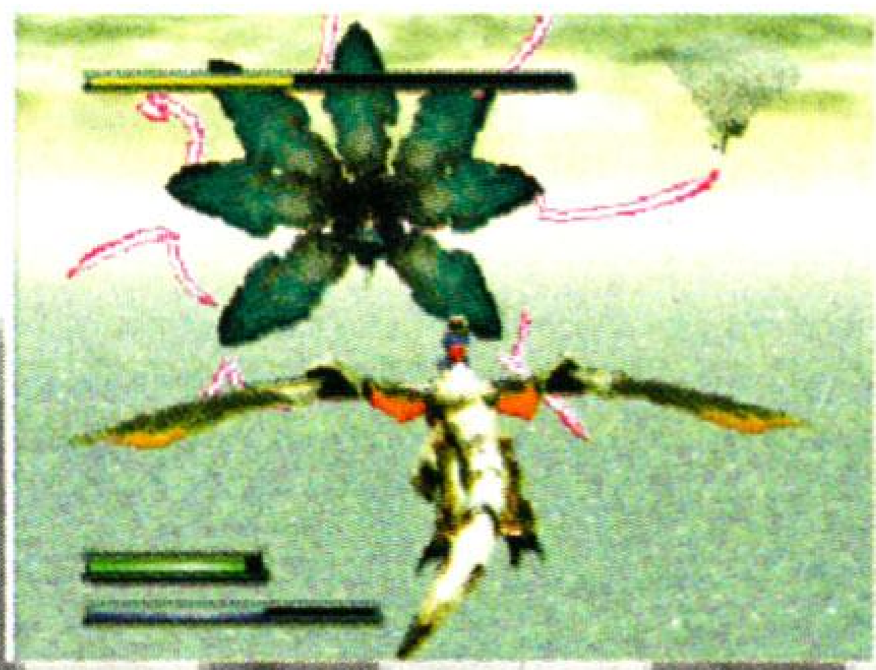
EPISODE SEVEN: THE FINAL CONFLICT

With its power core and stabilisers destroyed, the floating city spins out of control and heads for terra firma. Looking back on the crippled craft, Randy feels a strange sense of numbness. He has completed his task and avenged the anhilation of his village, yet he registers no joy. The death he has encountered (not to mention caused) has sickened him, and now he wants nothing more than to start his life anew. But as he flies away, he fails to notice something rather large leaving the wreckage...



BOSS: MOTHER DRAGOON

Episode seven is basically one big scrap (or indeed two depending on how well you've done) with the end-game boss. As the episode starts you measure up in front of the flying bohemouth that is the mother dragon, a vast organic juggernaut of metal and stone with an energy bar to match. After an initial bout of free pummeling, the mother dragon turns around, opens its tail like a flower petal and unleashes from its rear a green shower of deadly energy that leaves a wide trail which must be avoided.



Fighting the final mother dragon is a draining experience (above). Though slow and cumbersome, one hit from either her tail segment or the deadly pink rays (right) can spell death for Randy and Ugi.

Once this ceases, Ugi flies between the tail segments (be careful not to collide with one) out infront of the mother dragon, who launches a line of strange homing projectiles that cannot be dodged and must instead be shot to avoid damage. This process is repeated, and then the mother dragon charges Randy and Ugi in attempt to whiplash them with its massive tail. This attack must be dodged at all costs as it depletes your energy bar significantly.The fight continues with the player chasing the mother dragon as it flies in front of the player and fires first rapid blue energy darts, then pink lasers from its many tai segmentsl. Beware of the pink lasers, particularly when they are released in unison, as they are hard to dodge and sap more energy than any other attack in the game! A berserk attack is a good way to both avoid the rays and inflict big damage, and it's worth saving one just for this point in the fight.

One of the game's end sequences (above) ties in with the original Panzer Dragoon in a bizarre 2001 style flash back that stunningly revealing ... ah, but that would be telling. Meanwhile, just what the hell is that face on the Mother Dragons chest (left)?

EXPERIENCE THE TWO FINAL MIND-EXPANDING BOSSES!

After a hard fought battle, the mother dragon eventually gives up the ghost and fragments into hundreds of pieces which tumble down through the clouds. Now, depending on how well you have done up to this point, the game will either end, or, if Ugi has grown into a Brigadeling (or better), another energy bar will appear, and you face the final challenge...

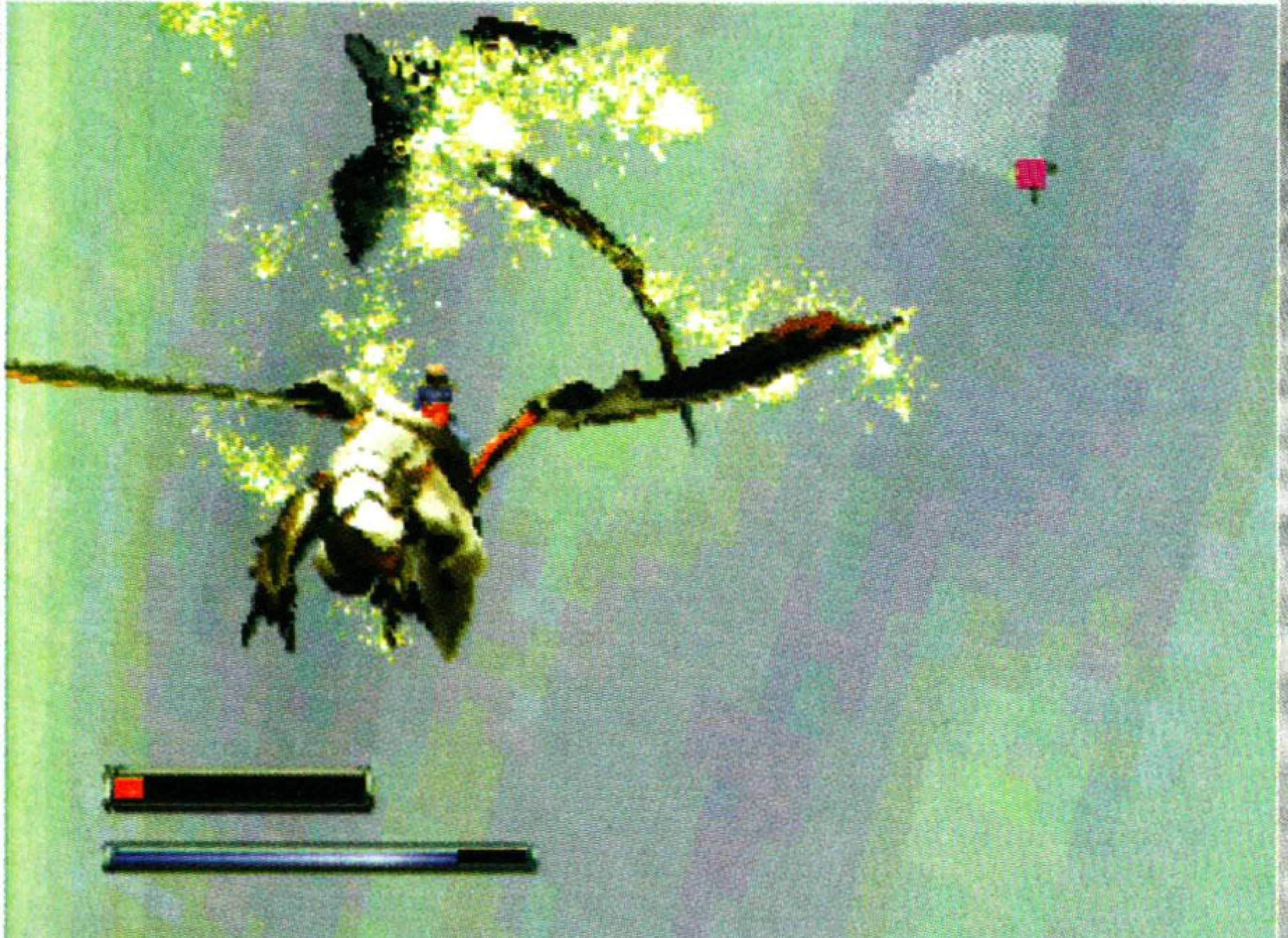
BOSS: DRAGON LARVAE

As the pieces of mother dragon drop from view, ANOTHER energy bar appears at the top of the screen, and the dragon larvae from the very first episode makes an unwelcome return. Growing wings of searing energy, the larvae takes off through the clouds at mind numbing speed with Ugi closely in tail.

There is no need to fiddle with the view buttons for this final encounter, as the larvae always remains in front of you, though this dosen't necessarily make him any easier to hit. He moves so rapidly that you'll be lucky to get a lock, and ordinary pistol shots have little or no chance of connecting.

As you chase through the skies the larvae occasionally turns and fires at you, and these are your prime oppertunities to attack. Move in a circular pattern to avoid his shots, and keep firing those lasers. While the larvae is not a difficult foe after the battle with the mother dragon you may find yourself low on energy. Still, with a bit of luck (or in **our** case, skill) you'll soon defeat the larvae, leaving you to enjoy the games ace CG ending.

A close encounter of the distinctly unpleasant kind (above), while the dragon larvae explodes in a fission of gold energy (right). This last boss is something of an anti-climax after the awesome battle that preceeds it.



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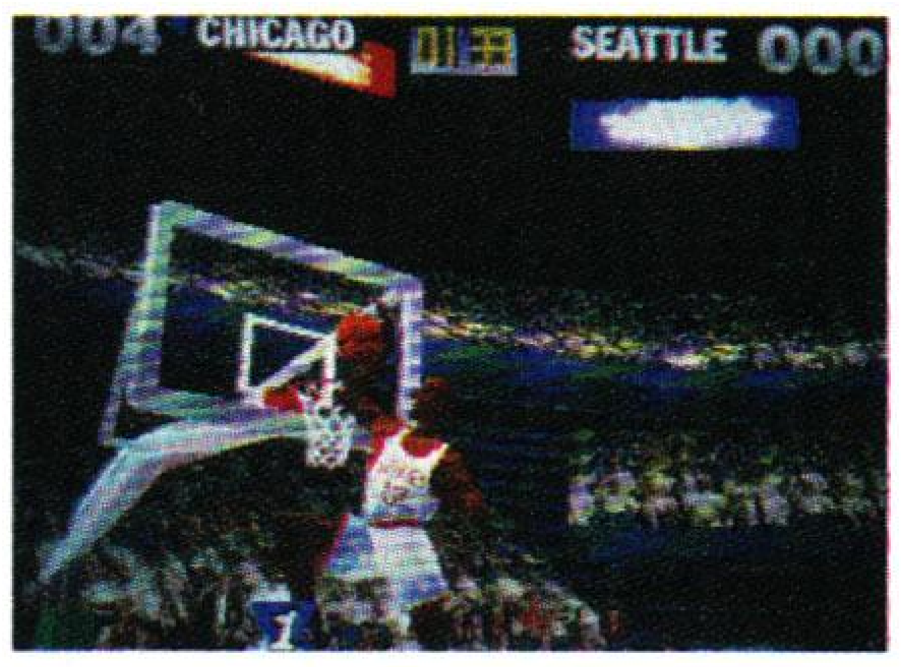
MAXIMUM

THE LATEST NEWS FROM THE VIDEO GAME WORLD

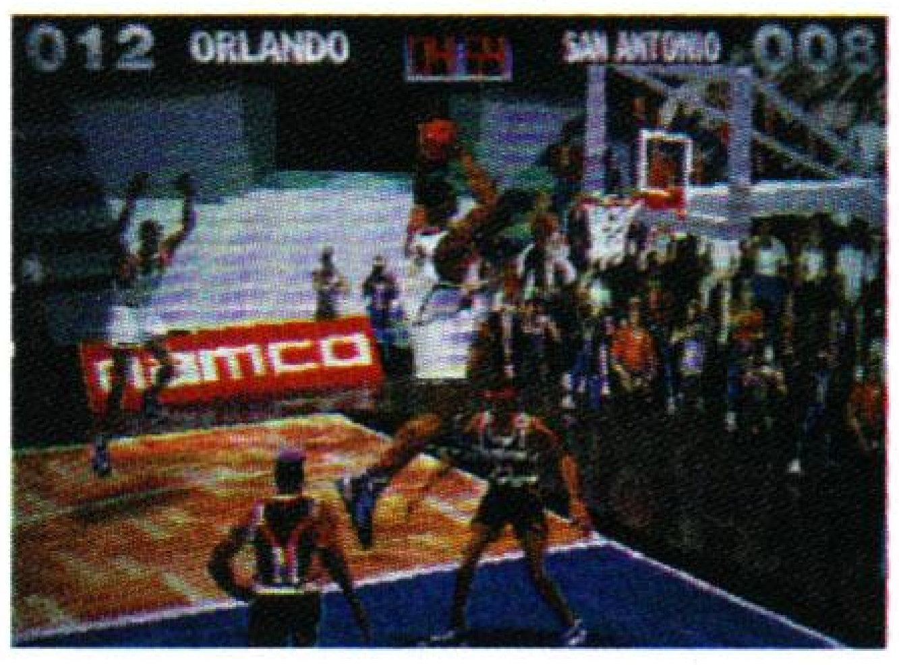
The 1996 AOU coin-op show - 3D arcade gaming enters the next level!

In keeping with MAXIMUM's tradition of providing the ultimate in arcade coverage, we find ourselves visiting the AOU show in Japan. Held in February every year, the AOU is the most important trade show in the first six months of the year and shows us exactly what the major arcade players have planned for the coming months. The general consensus was that this year's AOU was the best yet...



If there was one theme that dominated the AOU Show this year it was the continuing popularity of 3D games. The various gaming genres have been redefined with expensive 3D versions which have consistently brought in the arcade revenue. This year's AOU proved that arcade 3D is becoming ever move sophisticated, to such an extend that the cheap (usually) JAMMA-compatible end of the arcade market is also beginning to be infiltrated with more and more 3D produce. Namco's System 11 has become established and other companies seek to follow suit. Capcom, Tecmo and indeed Sega (with the newly resurrected ST-V board) are finally releasing that cheap 3D equals serious bucks.

THE SYSTEM 11 DUO
The first Namco System 11 title to be revealed was Dunk Mania (above and right). Check out first pictures of the System 11 Xevious 3D (below).



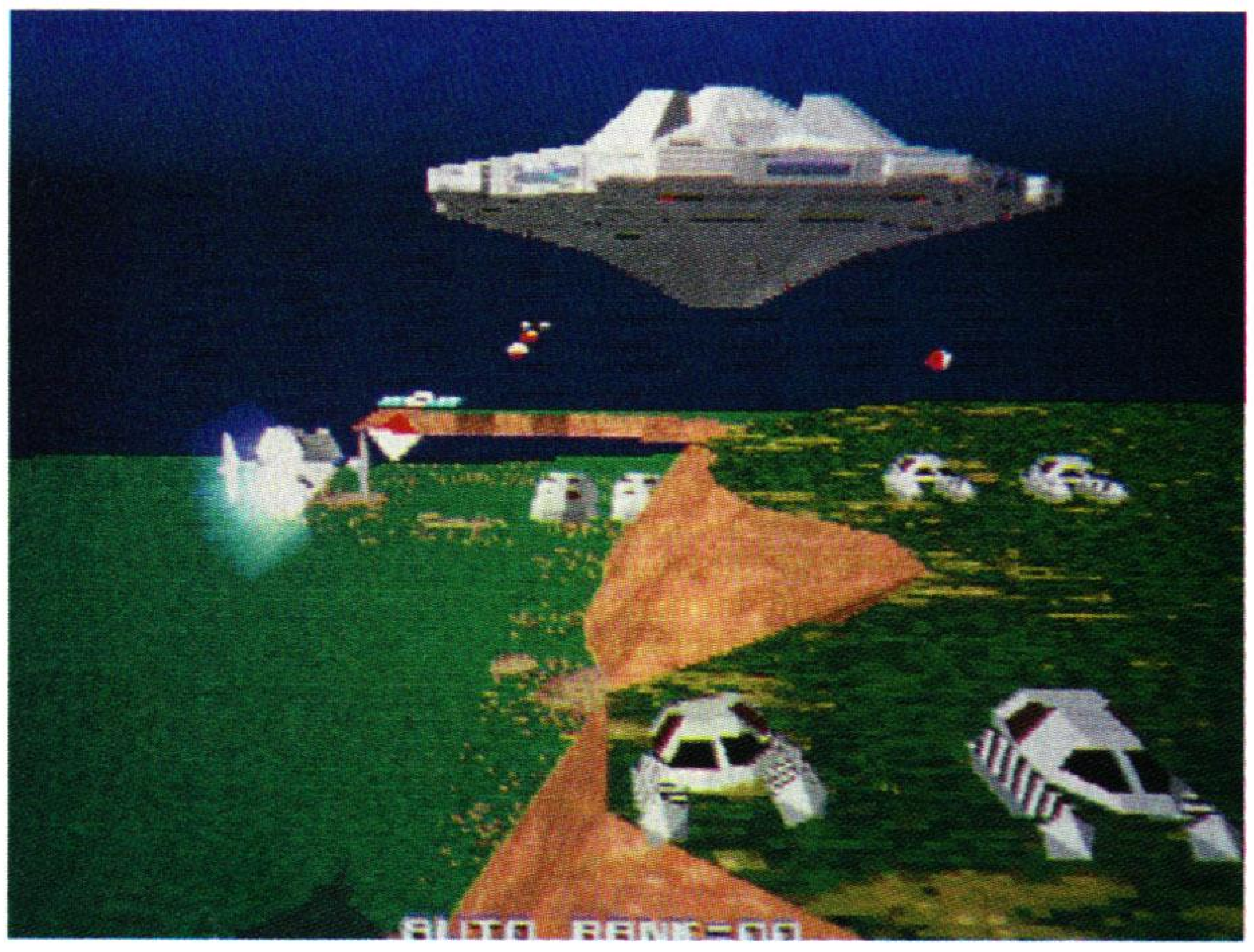
NAMCO'S AOU ONSLAUGHT

At this year's AOU, Namco showed a varied genre of titles and had the biggest quantity of games at the show. There were no less than four sports titles offered by the makers of the superlative Tekken series.

Namco exhibit a whole host of incredible new products!

Two new System 11 boards are revealed to eager arcade players!

For all of you who love the NBA Jam series, maybe this is the time to convert to Namco's stable of games as they have released a basketball game on the system 11 board called Dunk Mania. This particular title features polygon players in the style of Tekken. It looks pretty impressive and a PlayStation conversion is most likely as the game utilises the System 11.



Another 'sports' title on show was Alpine Surfer, the sequel to Alpine Racer. In addition to the information in the last issue, the game has several modes. The two modes available so far are a downhill course through the forest, and a journey through a half pipe. The System Super 22 is used for this game and will most definitely be a great looking game.

The game that is the least likely to see the light of day in the UK (or anywhere else in the world for that matter) is Prime Goal Ex. Sound familiar? It should as this is the officially licensed J League game available on the PlayStation already. It isn't a bad game, but if you're not Japanese, are you really going to be excited guiding Yokohama Marinos through the Santori Championship? Maybe some European team translation will make all the difference.

For all you couch potatoes out there, the ultimate game is out - Prop Cycle! You can now exercise without giving up your precious time in front of the TV. The arcade cabinet has an exercise bike as a controller, so depending on the amount of power you require, the

New Super System 22 titles deliver originality in the style of Alpine Racer! Prop Cycle, Tokyo Wars and Alpine Surfer more than deliver the goods!

namco
PROPCYCLE
開発度 35 パーセント 参考出展
PROPCY
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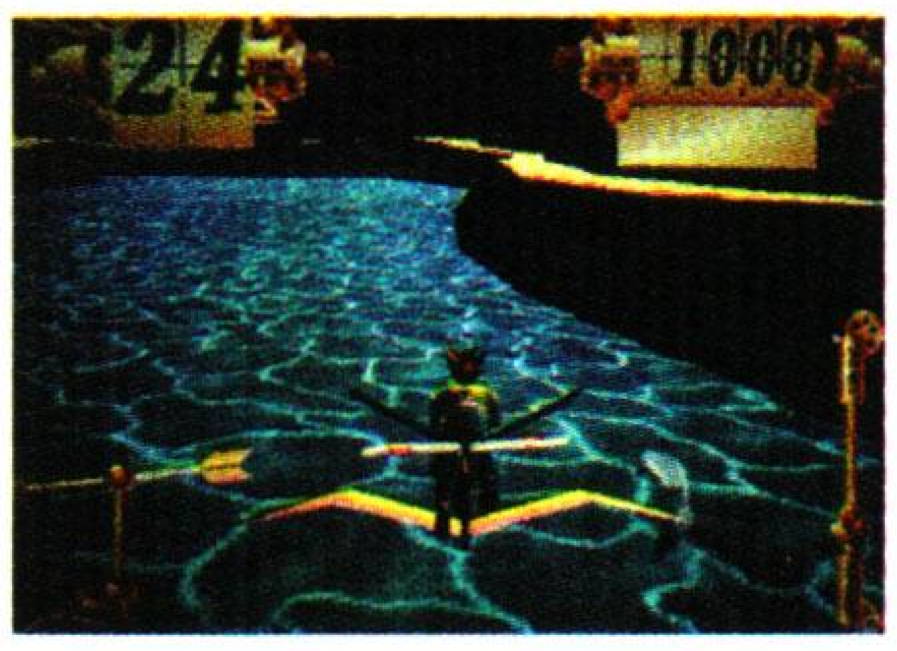
GAMING EXERCISE
Combining keep-fit with System 22 technology, Prop Cycle was a big hit at the AOU Show. As you can see, Namco have done it again with the excellent cabinet.



more you pedal. The aim of the game is to accumulate the required amount of points possible in the allotted time. You score by collecting point icons and generally emulating your antics from the Super NES game, Pilotwings.

Anybody who is still whinging about the good old days can be coerced gently to the present day with the next Namco title. In the days when the NES and the Sega Master System ruled, Xevious was a great game and had enormous popularity. It still has its moments and Namco obviously think so too as they have released a polygon version of this classic title on their System 11 board. A classic game? Yes. But without any tweaks to the original gameplay, this could sink without a trace over here. Let's hope Namco can pull something special out of the bag.

The recent batch of Namco titles suggest that the company is going through a nostalgic phase, what with the release of Namco Museum collection 1&2 on the PlayStation (Extended Play coverage on page 54), Xevious, and now, Namco Collection Volume 2. This particular collection features the original PacMan, Rally X an Dig Dug along a new edition of these classic games. Great for the nostalgic gamers, but how the '96 edition of the games play still remains to be seen....

Other games from Namco at the AOU were Tokyo Wars and the sequel to Ace Driver, Ace Driver Victory Lap. Tokyo Wars allows four players to battle it out in the Japanese capital of Tokyo in tanks! Not much is visible from the window of your tank, so the radar fitted into your tank comes in very handy. The graphics certainly are impressive with the tanks and the city texture mapped very well. Ace Driver VC is a racer in the form of Formula 1. Like Tokyo Wars, this game can also be played by four players.

ENTER... TOKYO WARS!
First revealed at the ATEI in the UK in January, Tokyo Wars is an excellent city-blasting tank game with great multi-player options. Watch out for this one.

Namco and Sega vie for dominance at the AOU! Both companies have superlative game line-ups!

AWESOME EFFECTS!
The pseudo-3D perspective is reminiscent of the new Xevious 3D from Namco, but more powerful hardware produces more spectacular effects (above).

THE RESURGENCE OF TAITO

Recently, the Japanese company Taito have been slipping into something of a decline. Their most recent PCBs have been mediocre and the games released on the consoles front have been weak to say the least, with Hatrick Heroes and Darius Densetsu immediately coming to mind. So a strong showing was what Taito had to produce at the AOU. An improved performance is what they gave, enough for the public to have some interest in their products. The game that showed the most innovation in Taito's line up was Psychic Force. Psychic Force is a fighting game with a difference - the fighters are constantly floating! A cunning control method is used to control your character whilst airborne. Specific buttons deal with different situations. The ring is the inside of a cube so the player may go anywhere within the cube making the gameplay pretty unique - adding to the novelty factor is a special psychic power bar which your special moves draw power from.

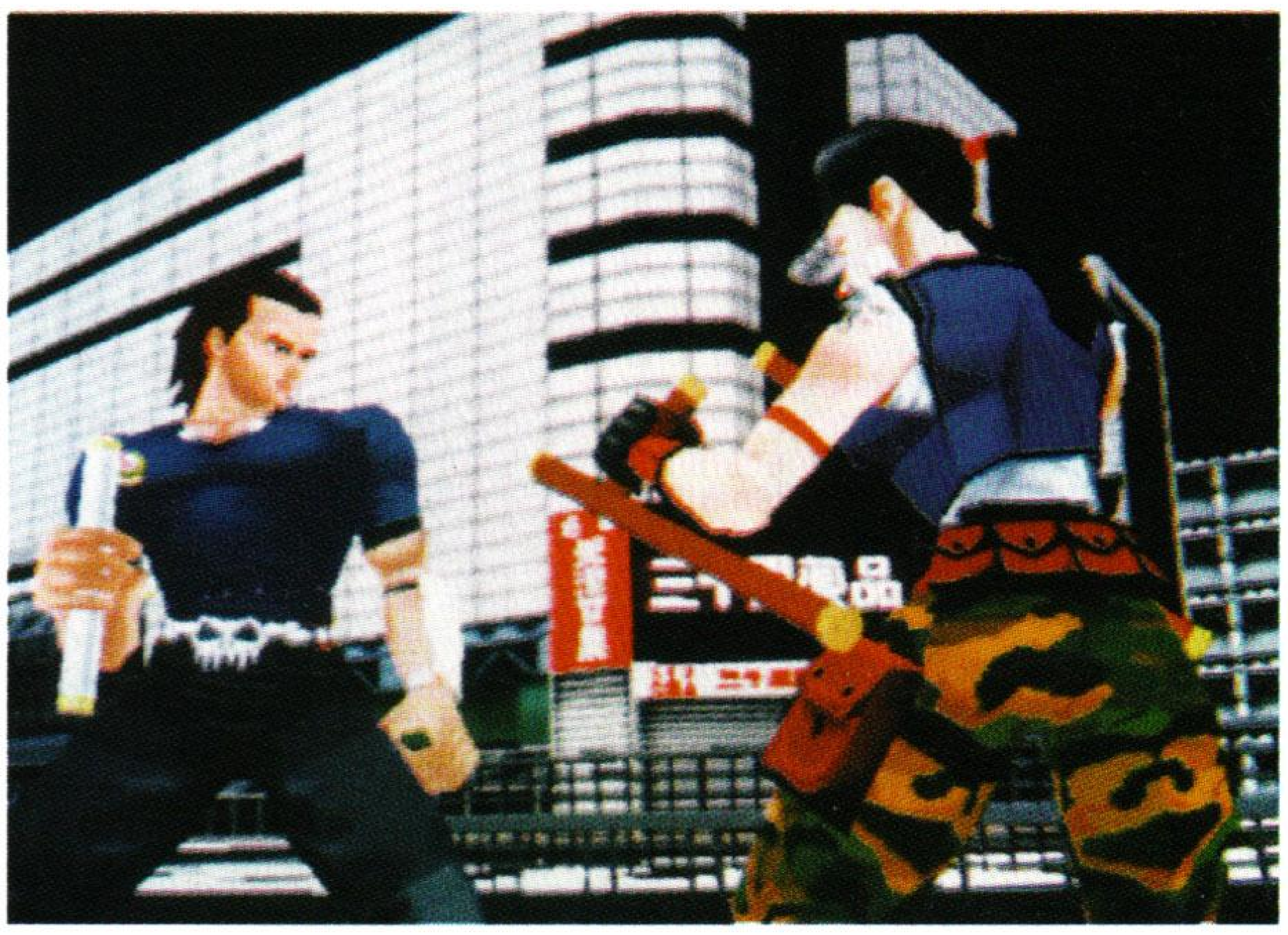
Another title which looks most interesting indeed is Ray Storm, another vertically scrolling shooting game which features superior visuals. The 3D graphics make this look like a cut above the average game of the genre.

Namco have revamped some of their classic titles and it seems that Taito have followed suit. Of all titles they could have beefed up for the nineties, Taito have used the '87 title, Tiger Heli. This vertical shooter was quite an enjoyable game, but when you consider what other games Taito have in their library (Bobble Bubble, Rainbow Island) could this be a wasted opportunity?

A Taito series that has benefited from the recent spark of innovation is the horrible Hatrick Hero series. The previous two HH games felt more like a primary school kickabout than a tournament of top class international teams. The graphics have definitely been improved, taking on the same appearance as Sega's Virtua Striker. You are still able to select a best player at the beginning of the game but could this feature be the downfall of a pretty impressive looking game? Only time will tell...

TAITO NOSTALGIA
Taito have a proud tradition of quality scrolling shoot 'em ups, continued in Ray Storm as well as in a new game based on the 1987 hit Tiger Heli.

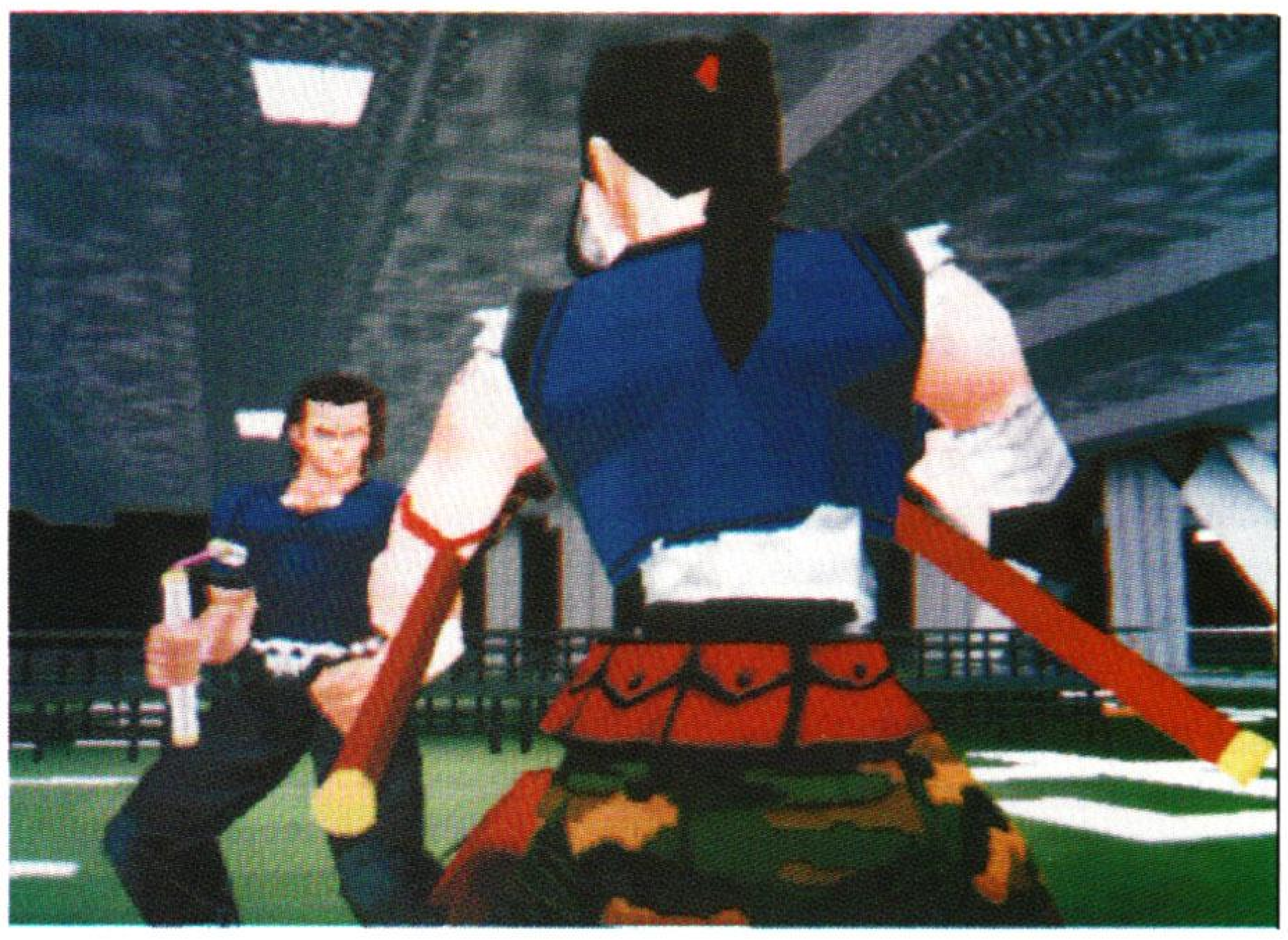
Sega dominate the AOU with a stunning line-up of incredible quality games - including Virtua Fighter 3!



SEGA STEAL THE AOU! VF3 AND MODEL-3 TECHNOLOGY REVEALED!
Sega have dominated the arcade industry for several years now - particularly in Japan, where the unassailable Virtua Fighter series has given them an effective stranglehold over the Far East arcades.

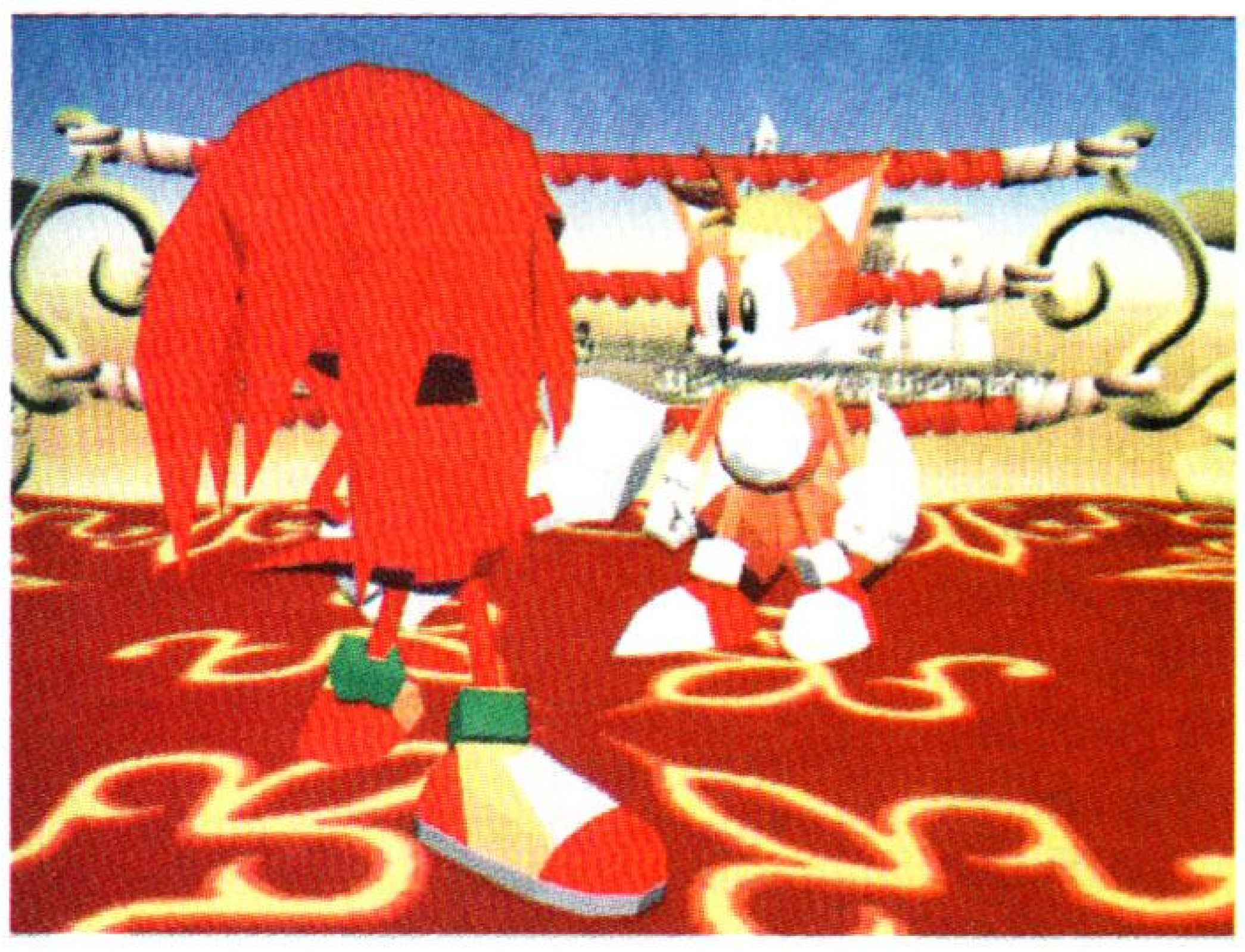
LAST BRONX
In actual fact, despite the new pictures and information, Last Bronx was not revealed at the AOU. Sega Amusements told **MAXIMUM** that the revealing of Virtua Fighter Kids, Sonic Fighter and of course, VF3 made them hold this in reserve. However, **MAXIMUM** has new details.

This new AM3 title employs the Model-2B board and is set some time this decade in Tokyo. Urban warfare rules and the leaders of each gang have decided to face one another in the battle for territory - instead of their members fighting little skirmishes across the city. Who will control the capital at the beginning of the 21st century? Well, that's up to you and your fighting skills. Anybody who has been to Tokyo will recognise some of the buildings featured in this game - for example the 109 building. Sega took great care in recreating Tokyo for the game's background. The designers have also sought to bring realism to the characters by making them wear the present day street fashion of Japan.

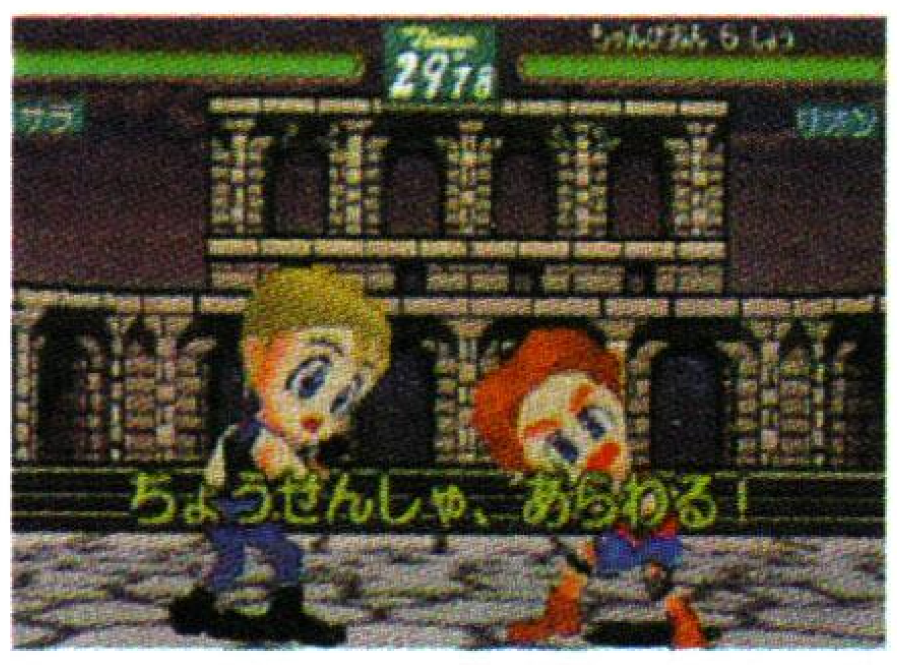


The control method and the rules for this particular title haven't quite been decided yet, except for the fact that each fight takes place inside a closed off ring so a win can only be achieved by a KO. One other fact that is written in stone is that the game will feature eight characters, all wielding weapons as such as tonfas and nunchucka. More details are bound to emerge from the AM3 labs over the next few weeks, so **MAXIMUM** aims to keep you well-informed.

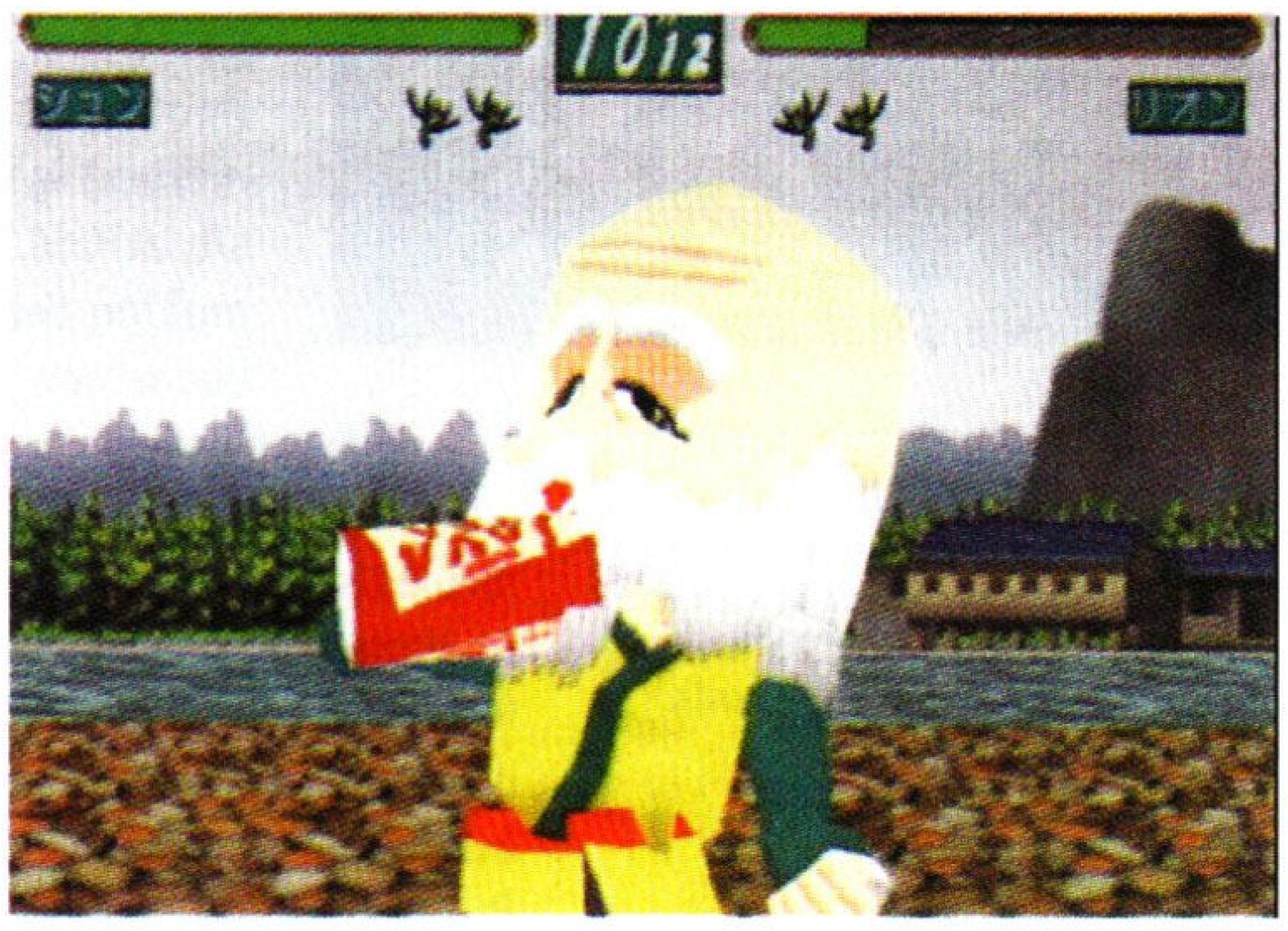
The fighting game action from Sega hits fever pitch!

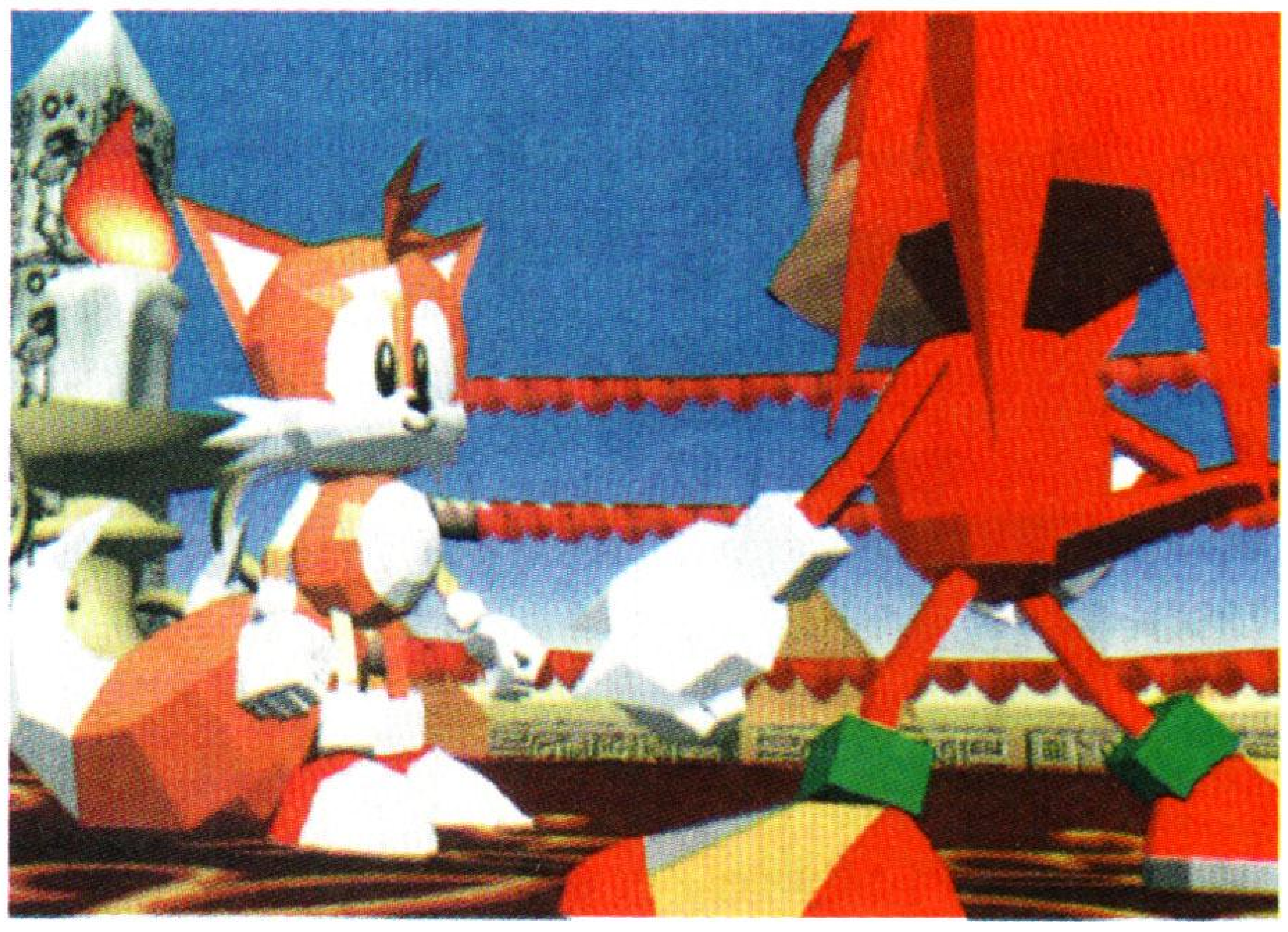


SONIC GAME UPDATE
While the details of AM3's new fighting game, Last Bronx, are pretty vague, the information on the new AM2 slugfest is solid. The new Sonic game employs the same control method of the successful VF series. So this Model-2B board title will feature a joystick and three buttons in which to take your character into battle.



Other information that AM2 have released is that there will be nine characters featured in the game. Alongside Sonic, there is Tails, Knuckles, Amy Rose, Fang, Espio, Metal Sonic, and Egg man (that's Dr Robotnik to us). 'That's only eight!' we hear you cry. But don't worry. The ninth fighter is an all new AM2 character. At this moment, the makers of the Virtua Fighter series are considering whether to make this new fighter realistic in a similar way to VF. If you're interested in this new AM2 title, you know where to look. More details next issue.



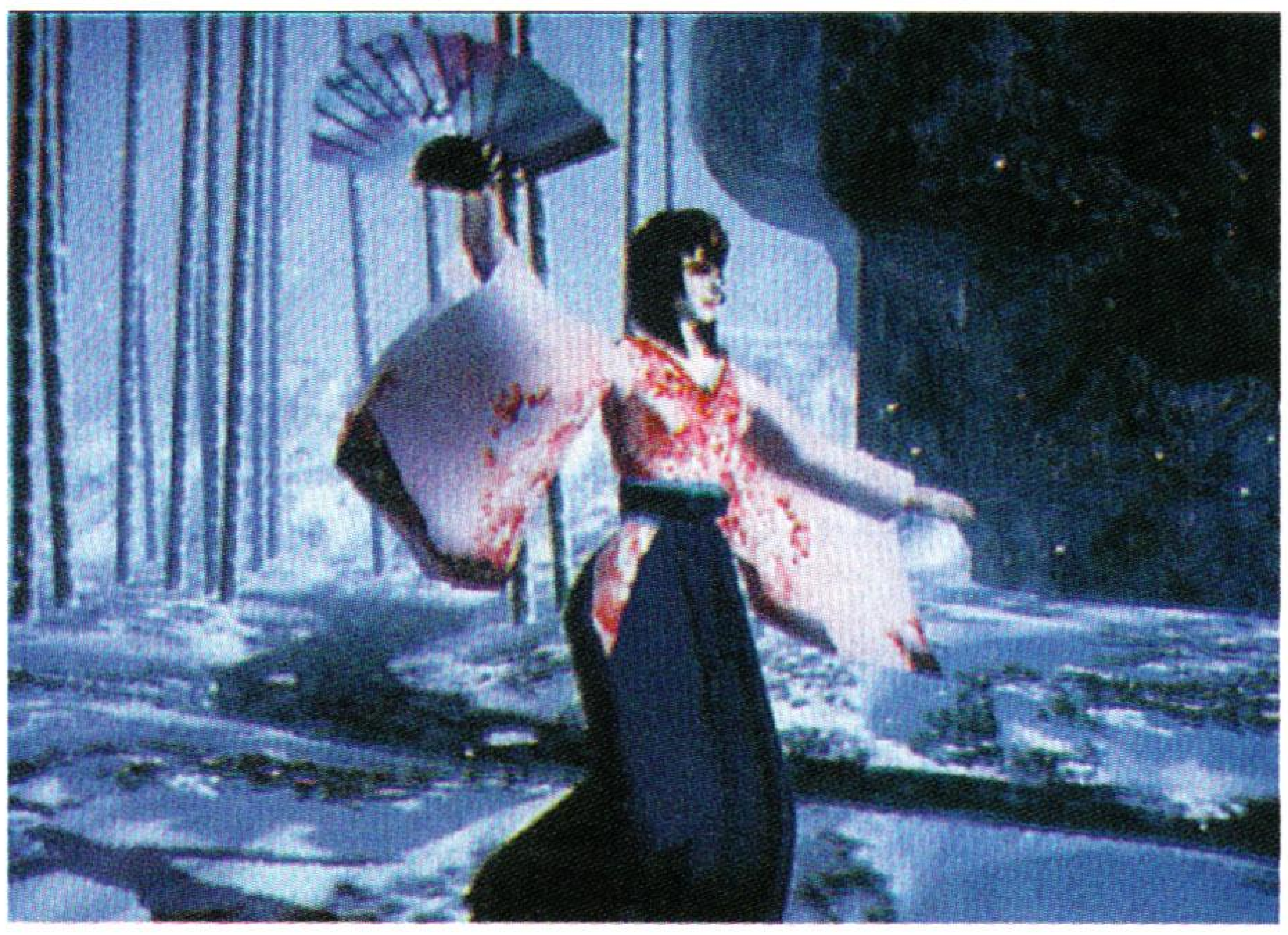


VIRTUA FIGHTER KIDS: IT'S ON ST-V
Some quick updates on the new VF game, featuring "super-deformed" versions of the VF masters. As this game is aimed at the younger generation, there are 'hit' marks' after you hit your opponent, similar to the marks seen in the 2D games like the Street Fighter series. So the younger generation of VF players can feel more satisfied and see if their attack was successful visually. Contrary to what was written in the last issue, the game will be made using the ST-V board, which as everyone knows is based on Sega Saturn technology.

A conversion would be very straightforward and has pretty much been confirmed. In a recent interview with the VF Kids chief, Mr Osaki Okamoto said that the Saturn version will have extra modes in addition to the arcade version plus a opening and an ending movie for each character.

Sega seems to predict this latest edition in the VF series to be a great success, as the merchandising for this game is already available, such as VF Kids soft toys which are already going down well in Japan.

Full details plus pics on the new Virtua Fighting master!



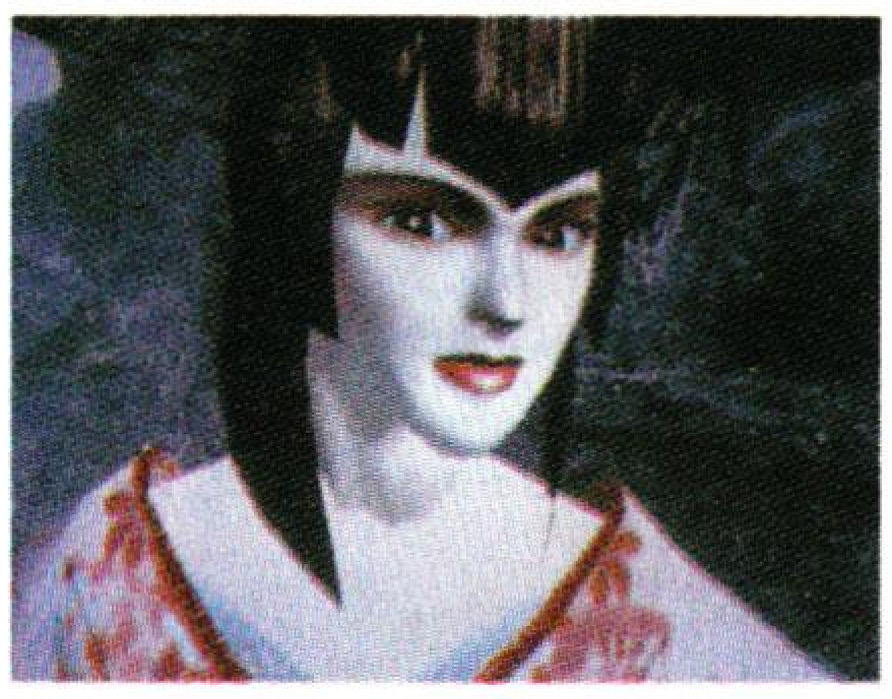
VIRTUA FIGHTER 3: LATEST NEWS

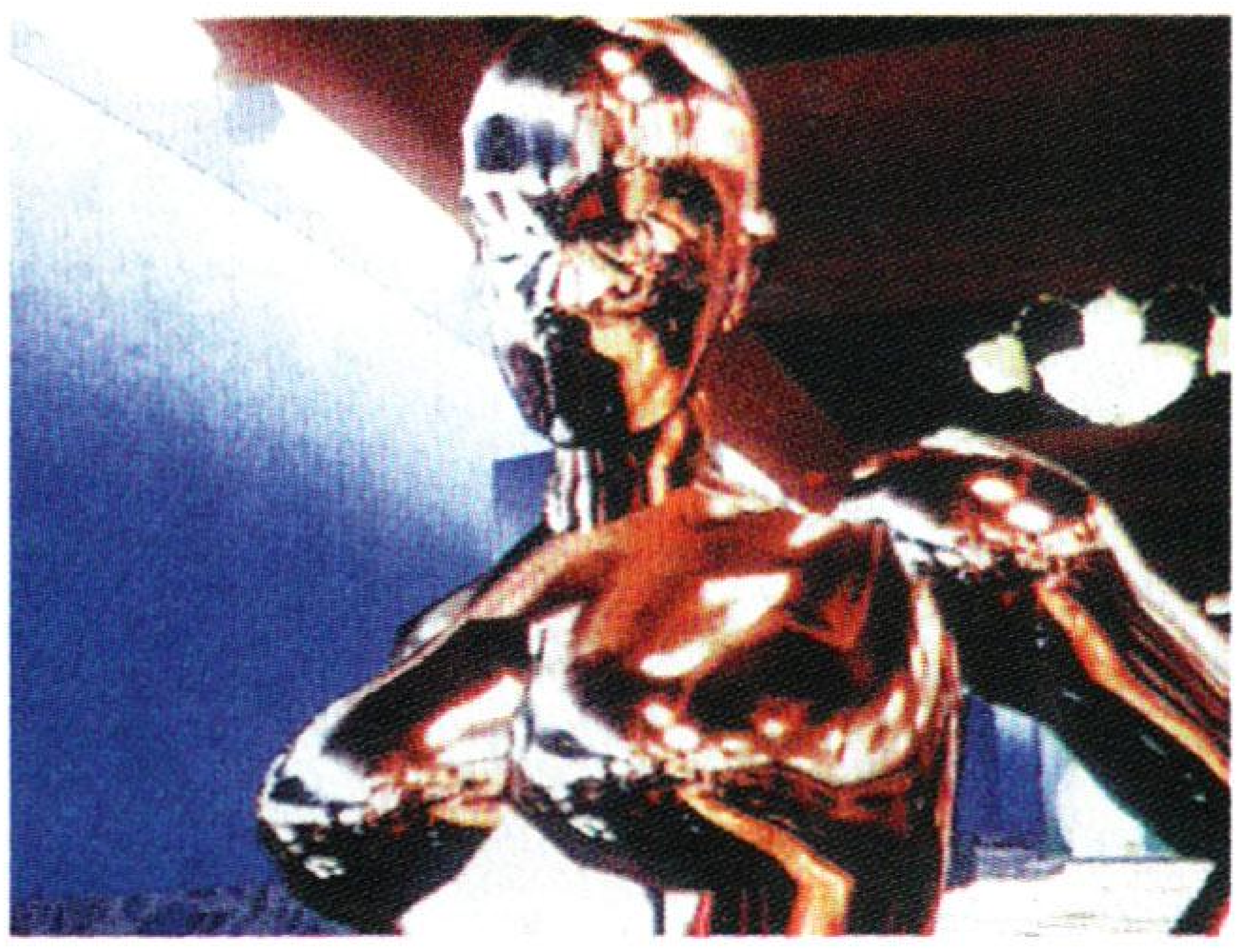
Virtua Fighter 3 received its official launch at the AOU show with a series of running demos showing off the true power of the new Power-PC Model-3 board.

The new character that Yu Suzuki and co have enticing the Japanese public (and the world) has been unveiled! Previously, we could only see separate parts of the character in various press releases, but now the new fighter has made an appearance in full at the AOU show. The new character is a Japanese female fighter named Aoi Umenokouji. She wears a pink and purple kimono with Sakura petal patterns on it and holds a fan. The fan may hold important clues to how she may fight but we're not taking any guesses... Her face is very pale with long flowing dark hair. Her make-up is a very traditional Japanese style. If that is hard to imagine, think of her as looking very similar to Rashojin Mizuki (Samurai Shodown 2) with a very white face wearing pink and purple. A character profile has not been released yet, but there was a moving demo of the character at the AOU. She showed some blocking movement but it is hard to determine what style of fighting she will possess.

MODEL-3 REVEALED!

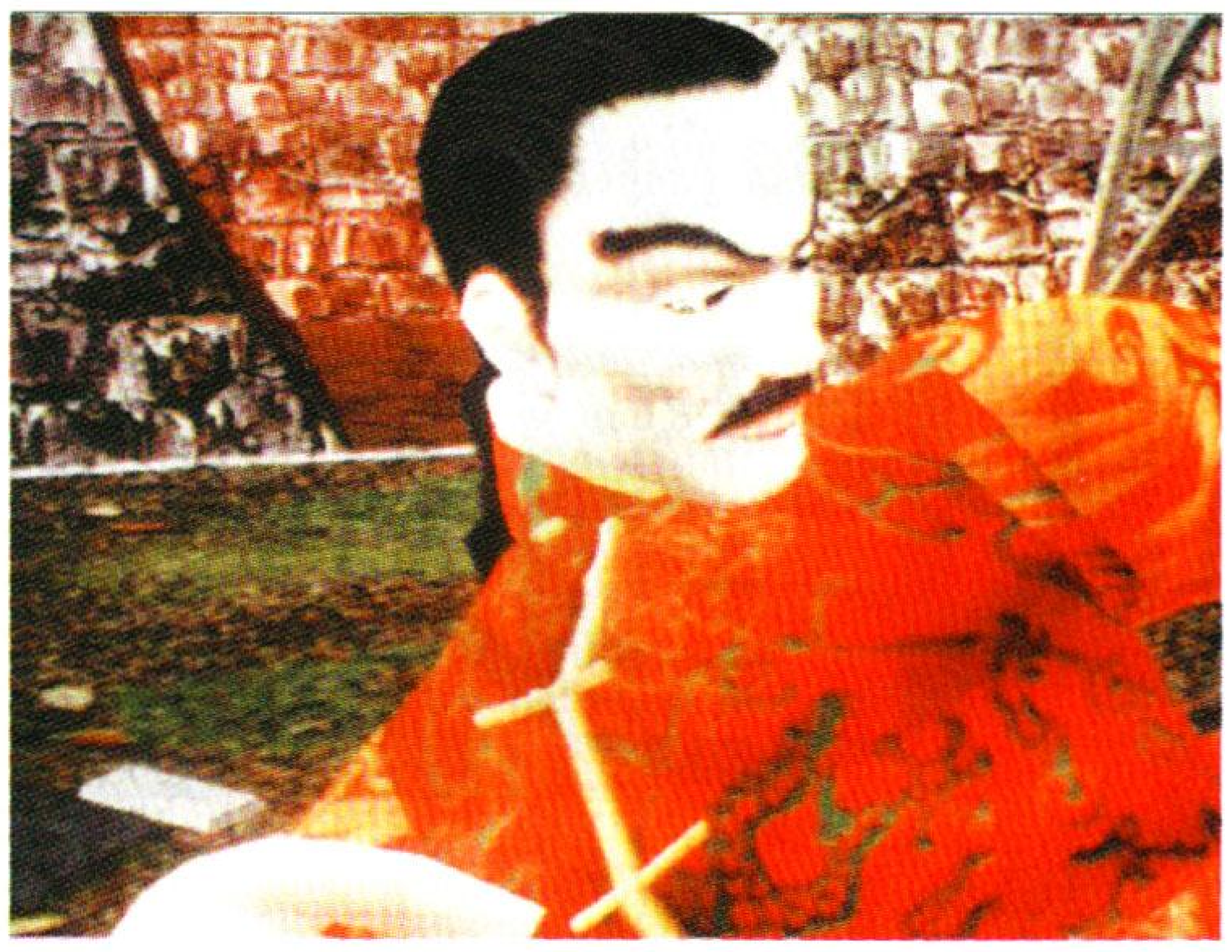
As revealed by **MAXIMUM**, Virtua Fighter 3 is the first game to use Model-3 technology. The system is capable of incredible texturing and light reflecting, as the pictures of Dural reveal on this page. It looks Utterly astounding to us...

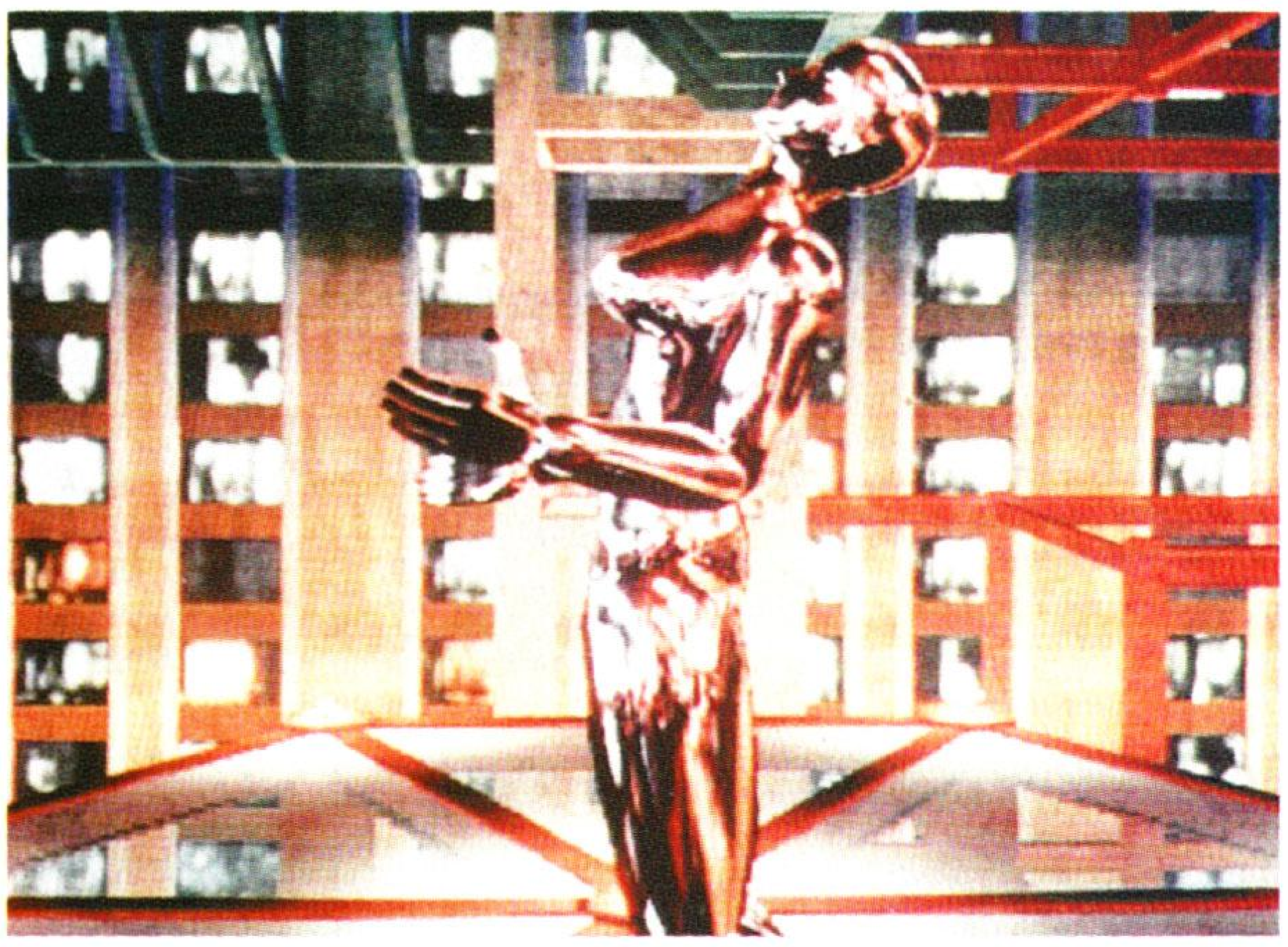




Other characters from VF3 who were on show, were Lau and Dural. Where as the previous VF graphics suffered from visible joining of the limbs, the Chinese master looked like a real person with no blockiness whatsoever. Lau looked impressive but Dural was the one that stole the show. She/it looked identical to the T1000 from the T2 movie (albeit with slightly more pronounced physical female attributes). The metal surface reflected the light from the surrounding backdrops and can only be described as absolutely breathtaking. In a recent interview given by the head of AM2, Yu Suzuki, he summed up the magnitude of VF3's improved graphics. "Mr (Steven) Spielberg (of Jurassic Park fame) came to our Tokyo office recently. We showed him a moving demo of Aoi (the new character) and all he could say was 'wow!'. He was completely gobsmacked!"

Dural astounds the assembled AOU delegates! VF3 looks stunning!

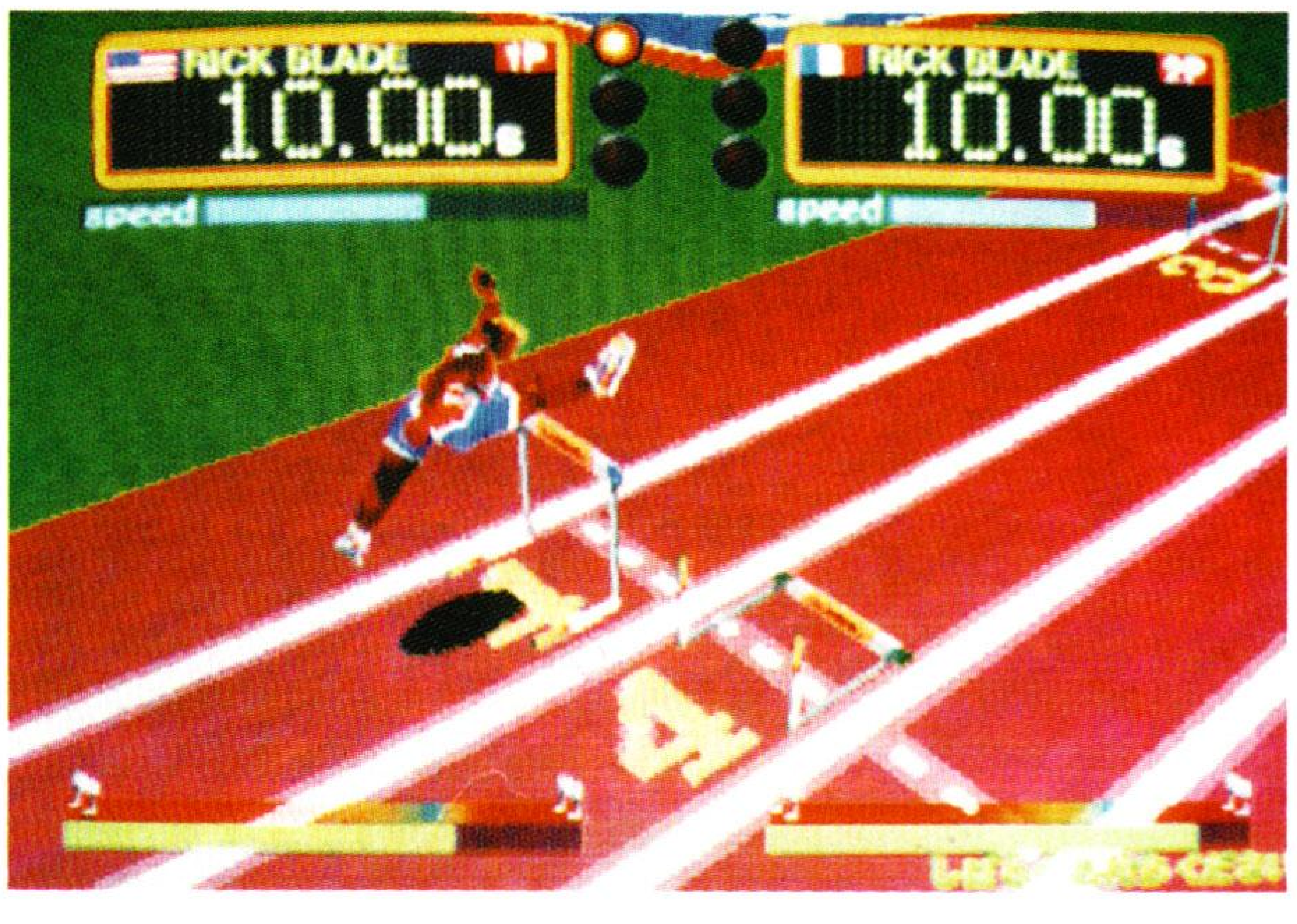




We're sure we will follow Spielberg's example when we finally get to play VF3.

Other highlights of the VF3 demo were Pai and Jacky slugging it out in a city street. It must be stressed that this was a demo designed to show off the power of Model-3 as opposed to any actual in-game activity, but it's virtually certain that the final game will be as impressive as what you see here.

The ST-V board in surprise resurgence shocker!



OLD GENRE ON NEW TECHNOLOGY

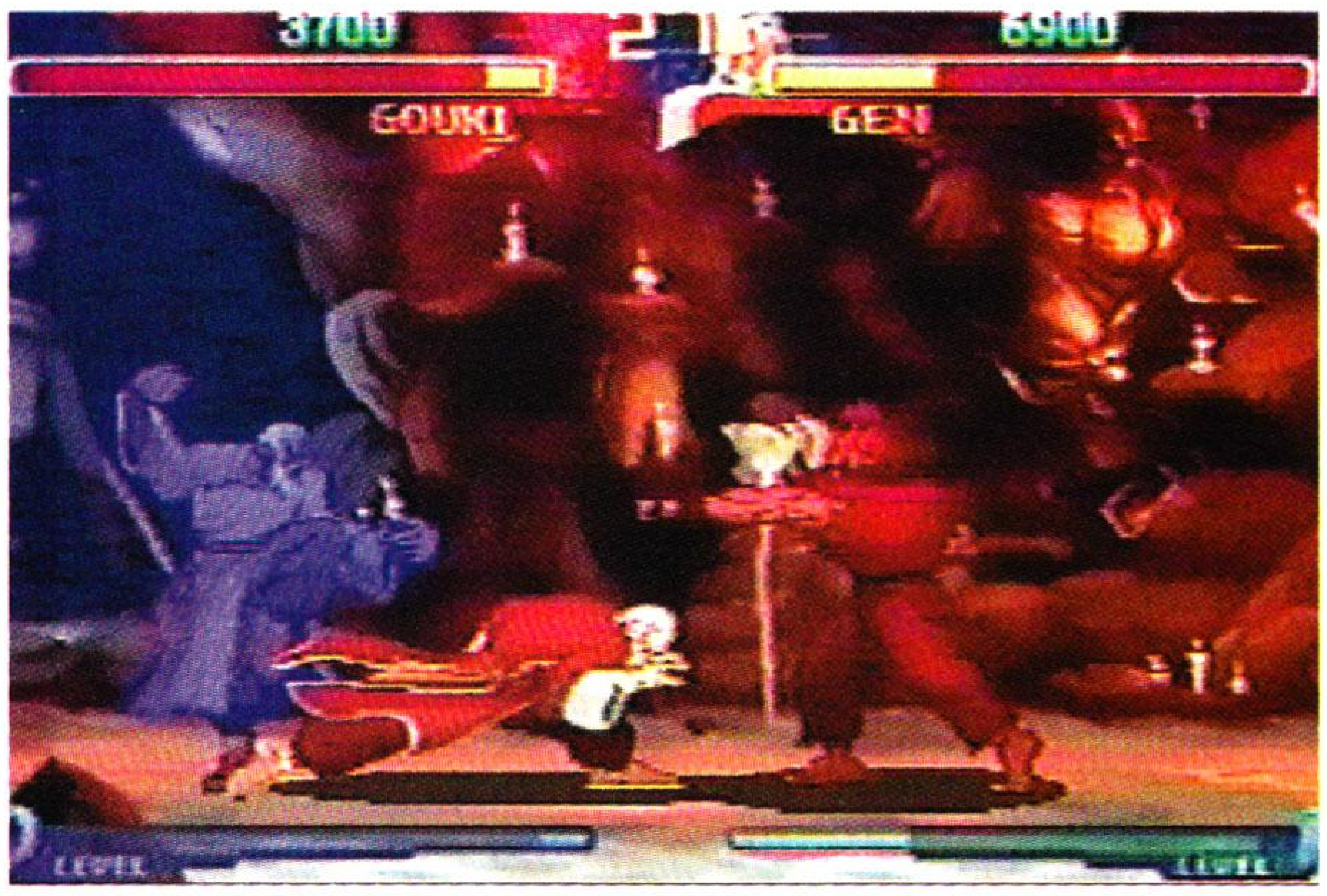
Remember Konami's Track and Field? How about Daley Thompson's Decathlon on the Spectrum and C64? Well Sega obviously do as they're preparing a new sports simulation for the arcades based on these classics.

Called Decathlete it has been confirmed that it's an ST-V system that's powering this impressive-looking 3D sports simulation. The game has the same control method of the previous decathlon titles where repeated button pressing makes your athlete perform. The game features several angles from which to view your athlete including close-ups and replays. A two-player option has also been confirmed.

RICK BLADE 1P
0.00s
FOUL
FOUL
0.00m
speed
55

Being an ST-V game, it appears likely that a Sega Saturn translation will eventually appear for the home market as Decathlete follows the likes of Virtua Fighter Remix and Baku Baku Animal onto the shelves of your favourite software emporium.

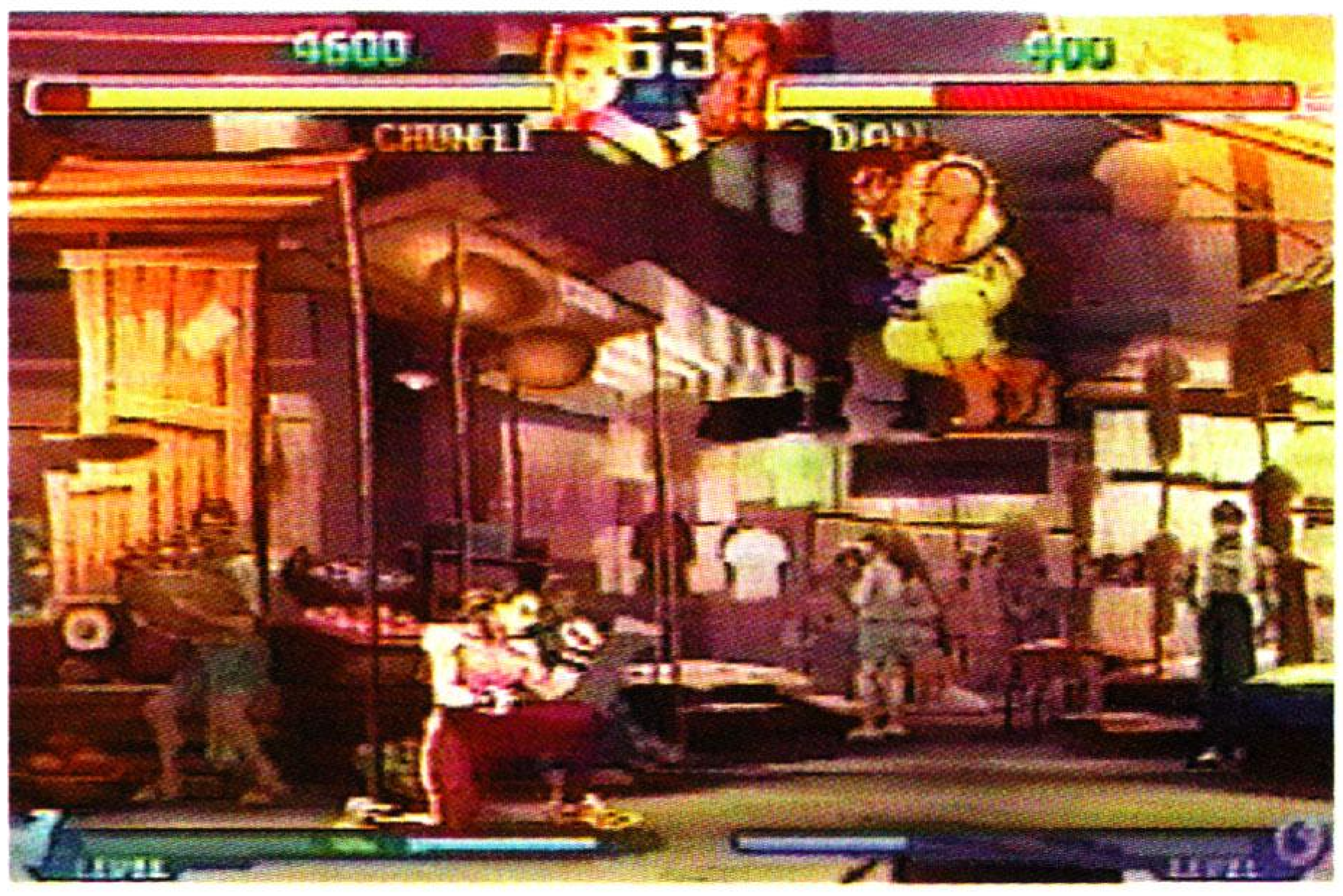
Capcom take the Street Fighter formula to its limits with the stunning new Alpha 2 arcade game!

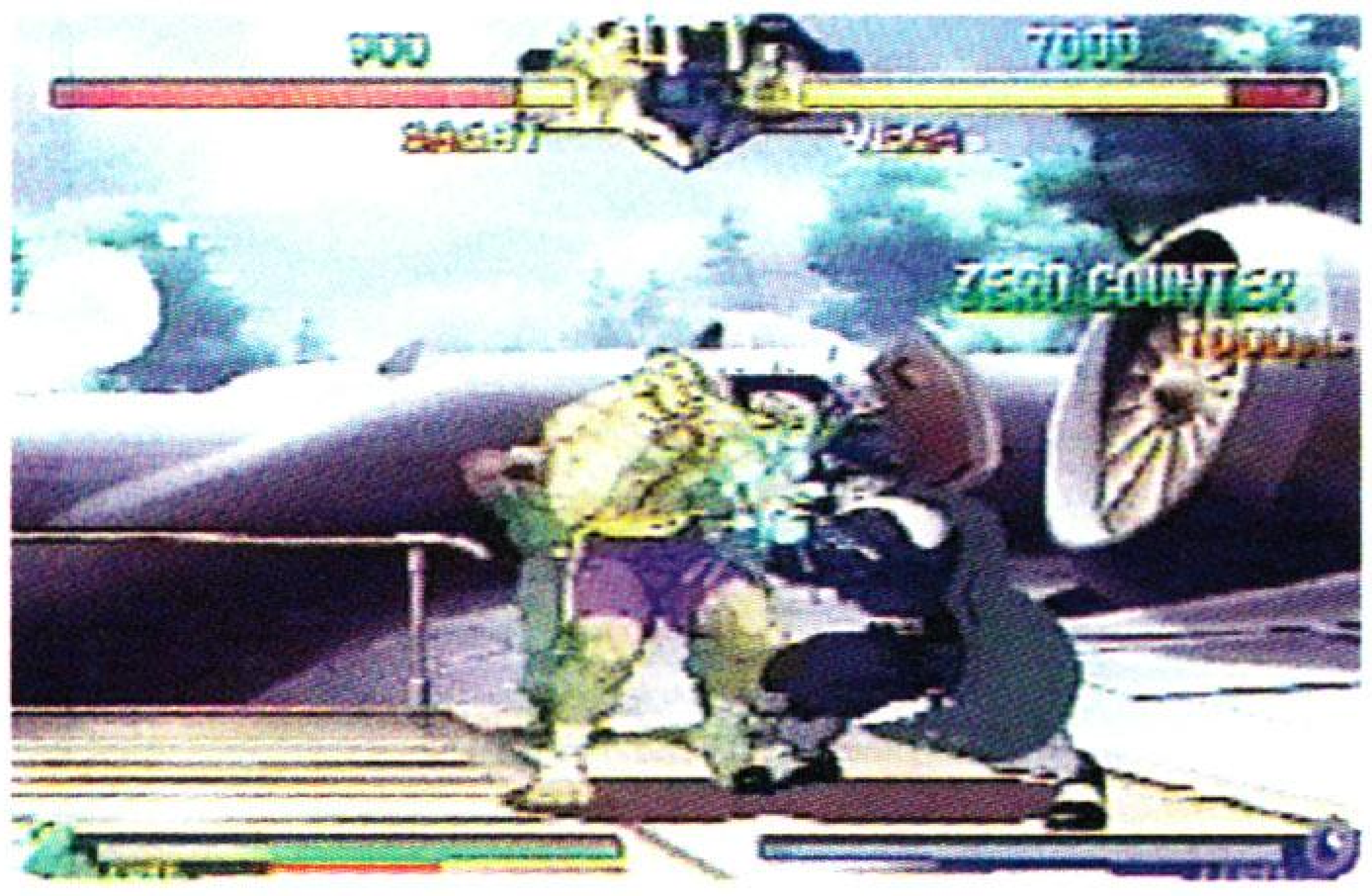


STREET FIGHTER ALPHA 2 DEBUTS AT AOU!

A Street Fighter game could never quite be a true Street Fighter game without a sequel. And now Street Fighter Zero (or Alpha in the US and Europe) has jumped onto the follow-up bandwagon. For those sick of the continuous wave of Street Fighter sequels, don't be so quick to judge this title just yet. This game improves on the prequel like no other Street Fighter before it and this could well be the most polished, well-rounded combat game to date.

1300
SAGAT
GEN
7500
GOOD!!





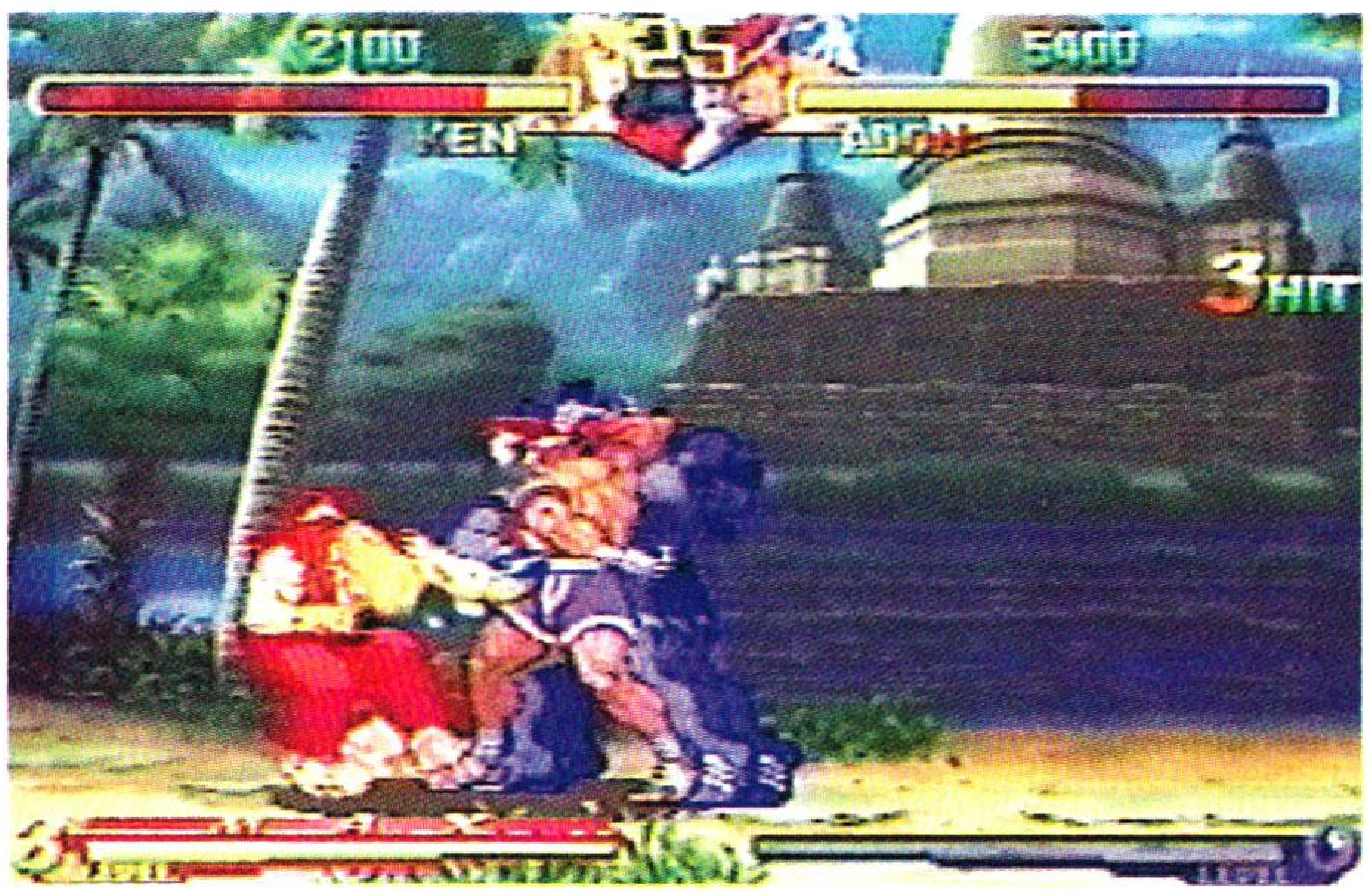
Recently on show at the AOU, Street Fighter Zero 2 retains all the characters from the previous game and adds another another five fighters into the mayhem. Zangief and Dhalsim make their first appearance in the Zero series. The Russian brawler has added more amazing spinning piledriver-esque moves to his repertoire, while the Indian one has increased his stretching abilities to their very limits. As mentioned in the last issue of **MAXIMUM**, Rolento has been chosen for inclusion in the Zero 2 tournament. Some of the Super Combos he can piece together with his grenades are bewildering. For people who can remember the first Street Fighter game (which you could complete entirely with the one handed dragon technique), the elderly Gen is back to wreak havok on Ryu and Ken. Another problem for Ryu arrives in the form of Sakura. She is apparently his biggest fan and copies him right down to his famous headband!

A new DIY Super Combo system makes for incredible gameplay!

Five new characters join the established Alpha fighting masters!

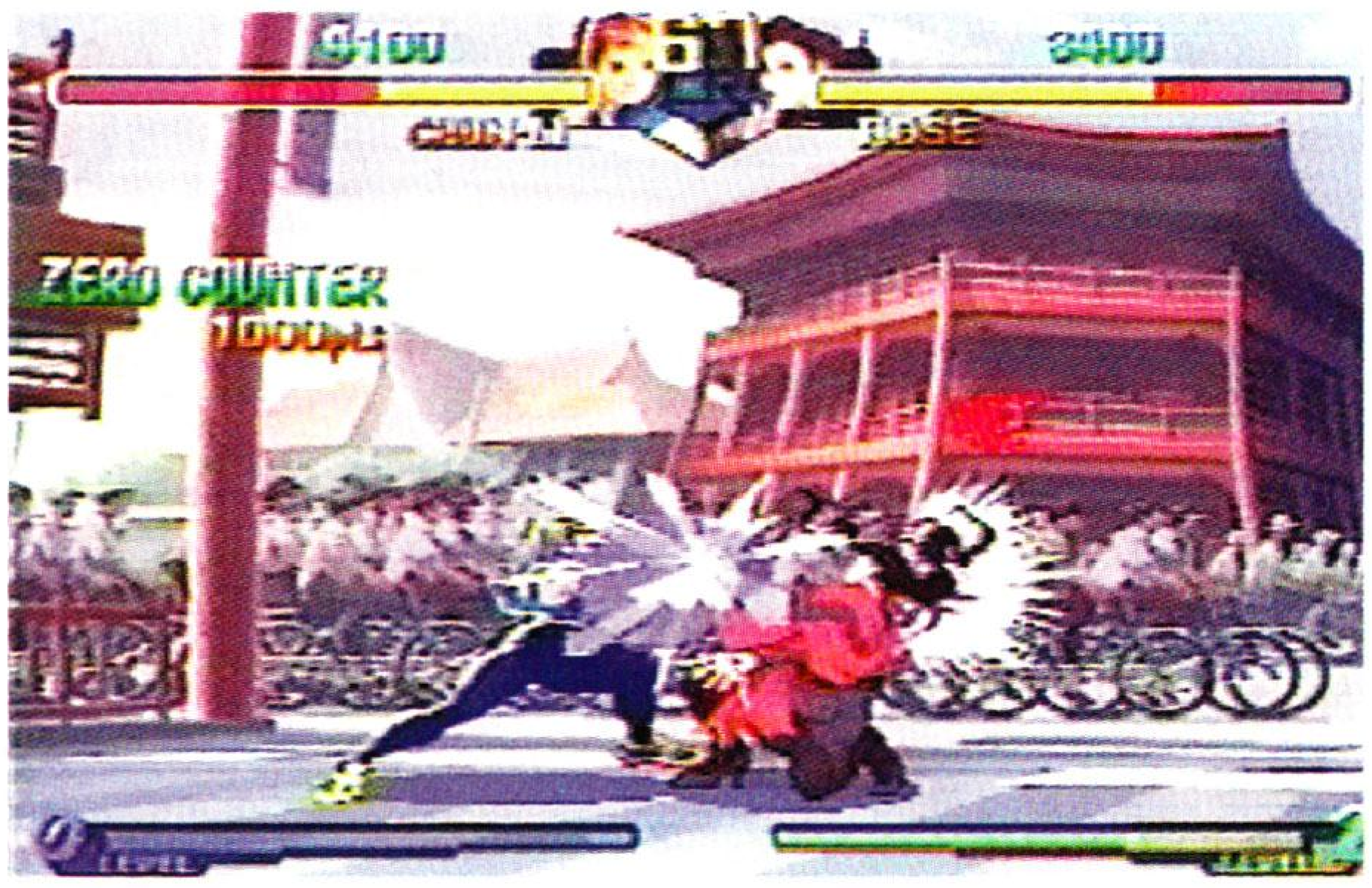
ALPHA 2 IS AWESOME!
We've seen the game in action and can report that Street Fighter Alpha 2 will enhance Capcom's reputation for quality coin-ops considerably - it's an incredible game.

2400
28
GEN
DHALSIM



The 'new' characters are not the only new feature of this potentially pant-moistening game. As stated in the previous issue, another new feature is an all-new Super Combo system which takes the idea to its very limits. What makes this new system different from all the other Super Combo features is that you can create your own Super Combo. The way this new system operates is quite simple. While your Super Combo bar is flashing, press all three punch buttons at the same time. This will make the screen turn dark as with the normal Super Combos. A time gauge appears above your normal Super Combo bar and before the gauge goes down, you can input all the moves you want to put into your all new Super Combo. When the screen becomes light again, hey presto, your instant DIY Super Combo automatically activates itself! This new feature is revolutionary and the possible combinations for Super Combos are endless. This could be the next revolution in fighting games... trust Capcom to lead the way.

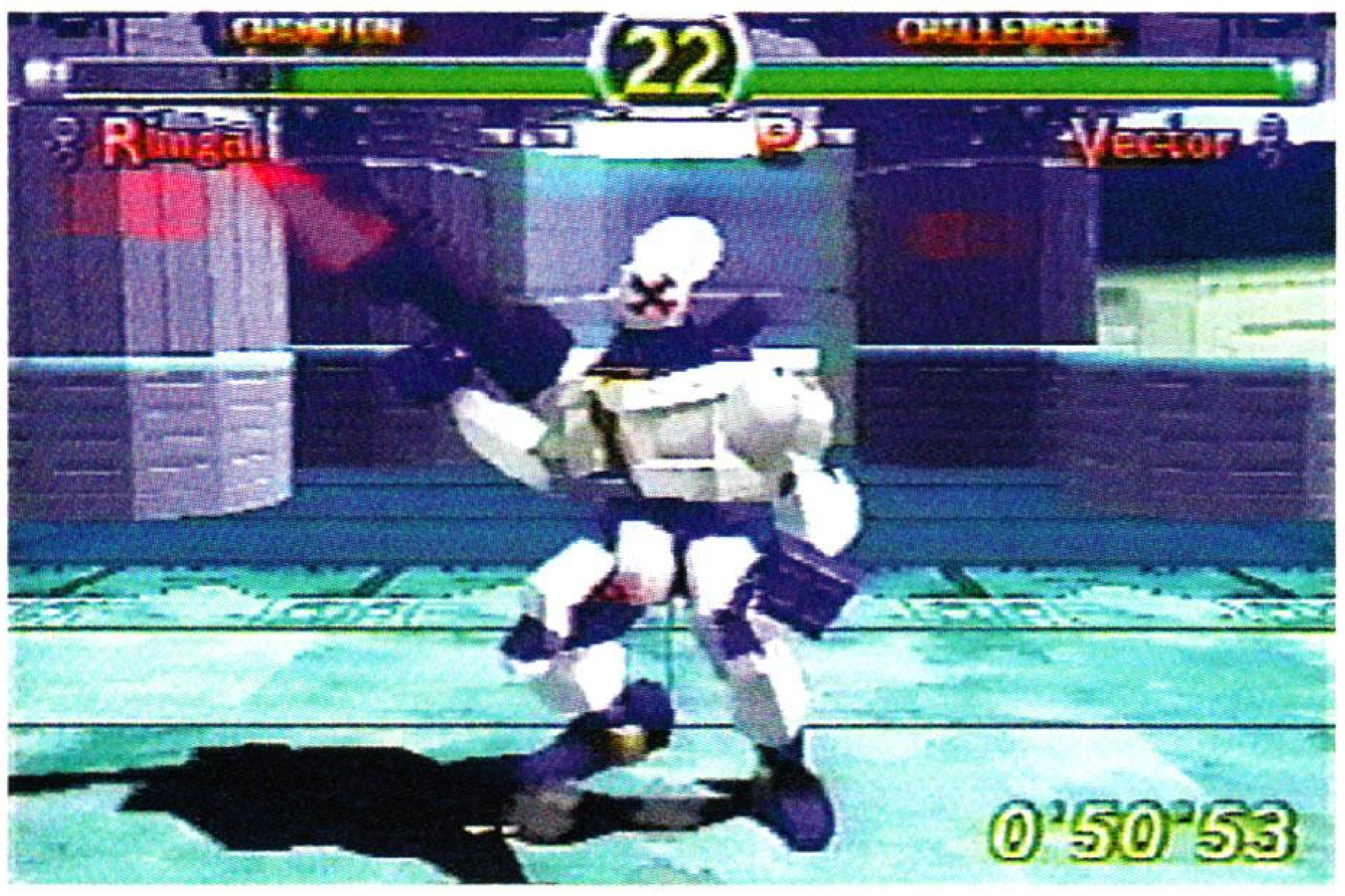
ALL-NEW GRAPHICS!
The lack of backdrops in Alpha 1 was a bit of a disappointment - something that Capcom have sorted out for the sequel. Full Extended Play treatment soon.

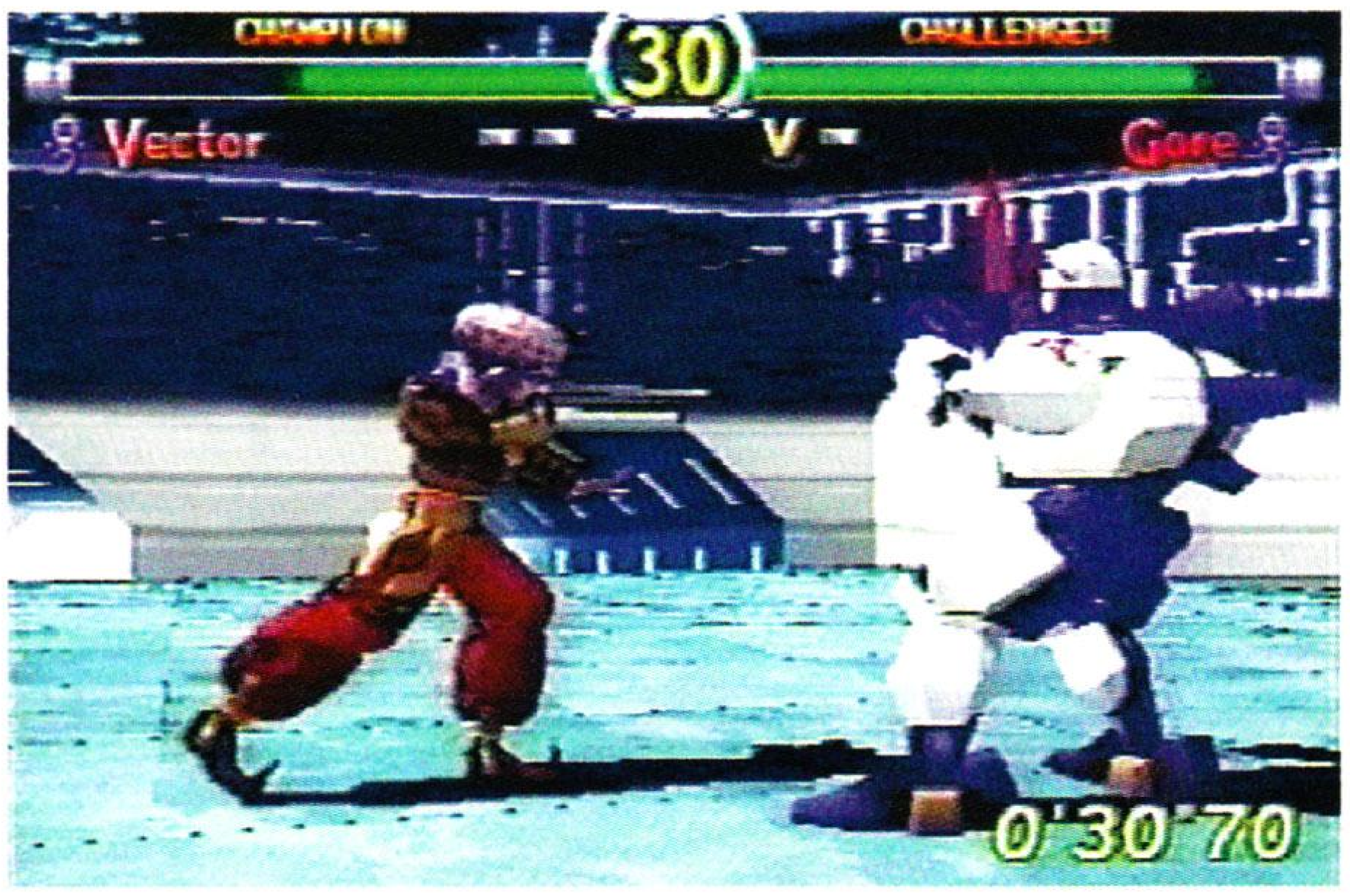


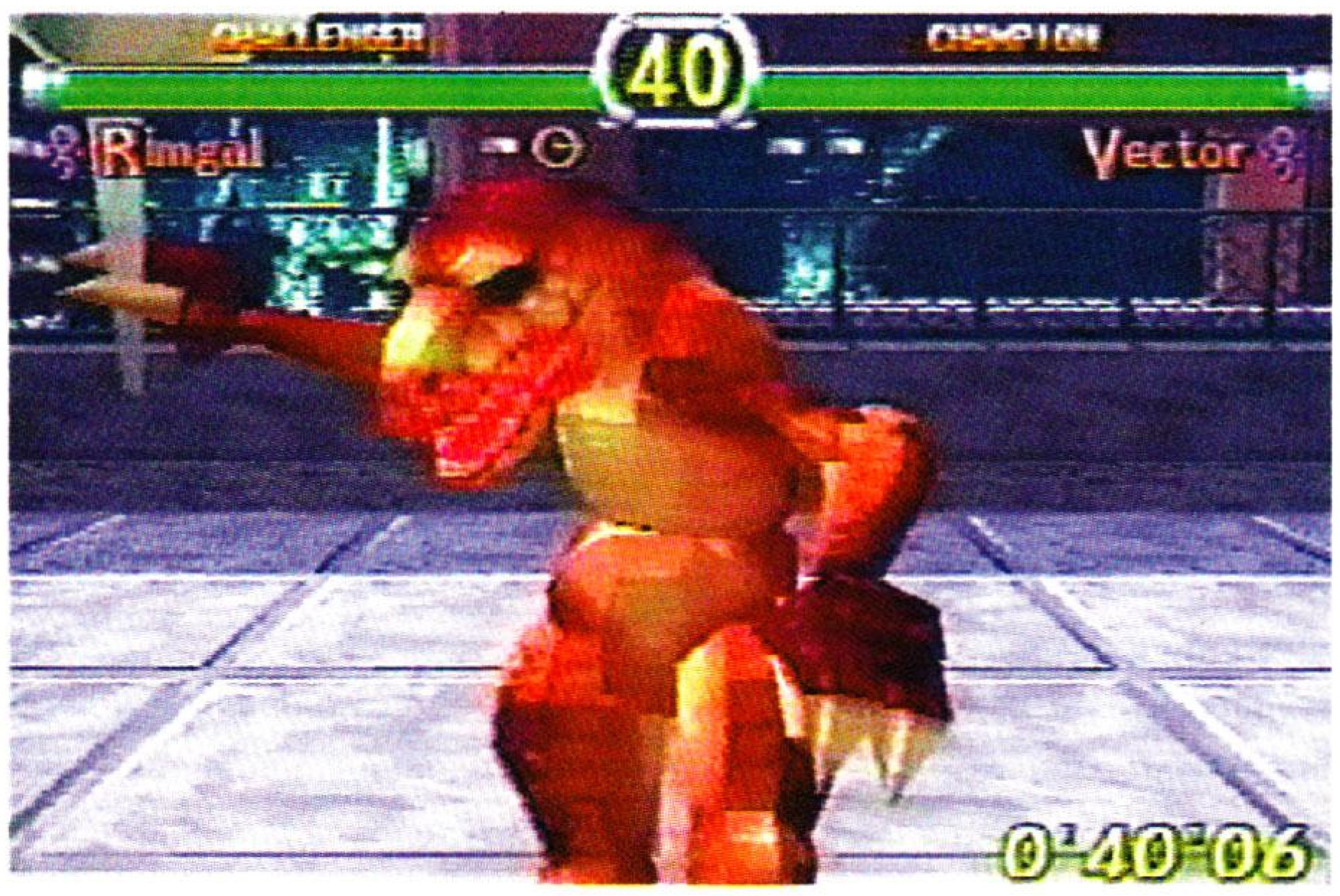
0
99
RYU
KEN
0

Besides the three 'secret' characters (Gouki/Akuma, Vega/Bison, Dan), there could be some more hidden fighters as well. **MAXIMUM** is the only mag to put arcade boards through their paces in our rigorous Extended Play section, and we are currently planning Zero 2 coverage of outstanding proportions, which should hopefully end up in **MAXIMUM** issue #6, if all goes to plan.

Capcom's first 3D arcade game - Star Gladiators!







CAPCOM ENTERS THE WORLD OF 3D!

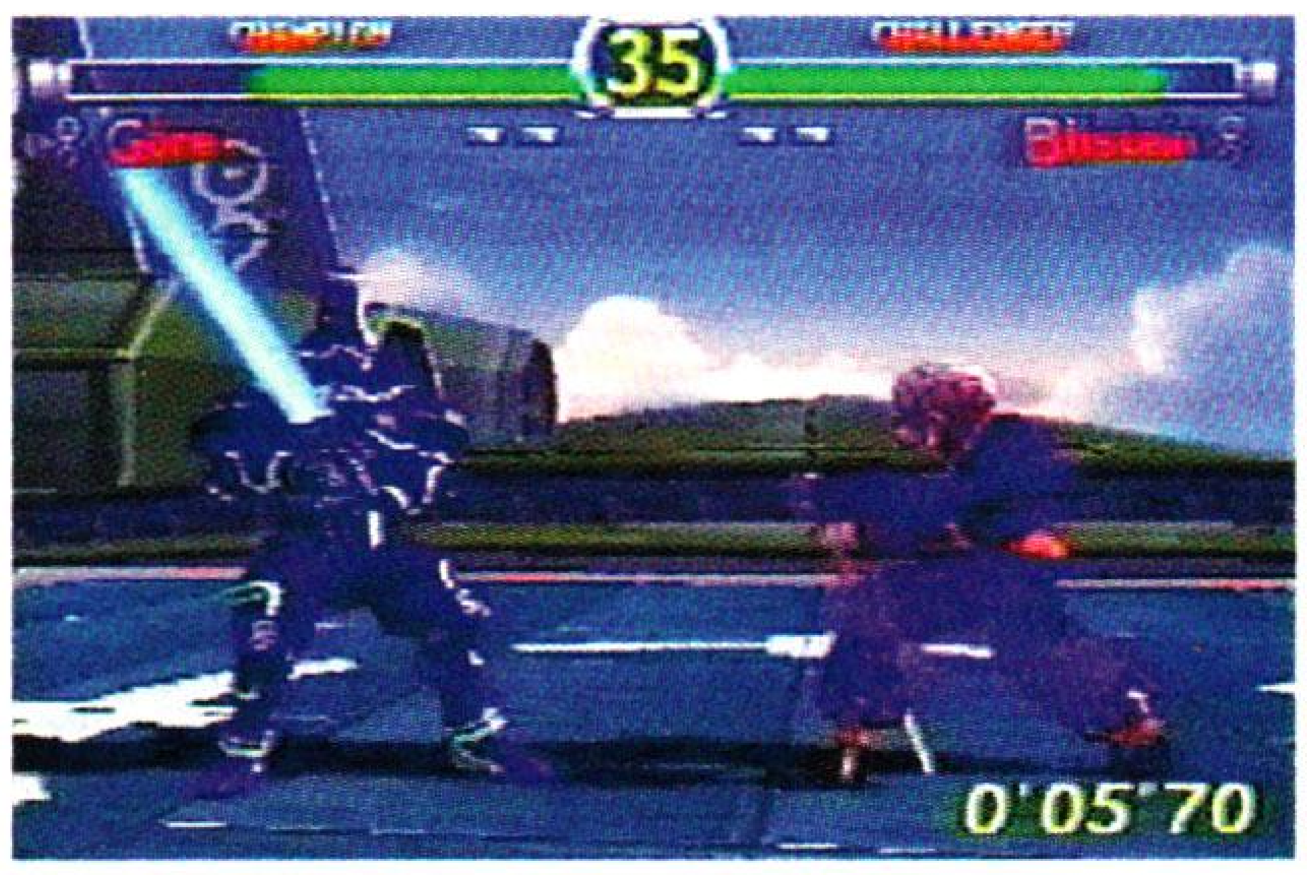
After spending a while watching the market for 3D games evolve and licensing the sub-standard Battle Arena Toshinden 2, Capcom have finally revealed their first in-house 3D game.

Called Star Gladiators (Episode 1: The Final Rescue), the game features a collection of aliens and robots fighting it out in Toshinden/Soul Edge style. Graphically, it is clear that Capcom are inexperienced in this area. Technically, their hardware is superior to the PlayStation-based System 11, although it looks hard-pressed to match the graphical excesses of Sega and Namco's top-end systems. Apparently, Capcom are heading for the affordability end of the market they have dominated with their 2D CPS-II JAMMA-compatible games.

The movement of the characters is very Toshinden (although Star Gladiators runs at a higher frame rate) and there is evidence of some Soul Edge-style speed blurring effects, although these aren't quite as overpowering as in the Namco title. The emphasis on this game is definitely on combination attacks - some of the multiple-hit moves are totally outrageous!

The title of the game suggests that further 3D Star Gladiators epics are planned as **MAXIMUM** revealed last month in our interview with R&D Chief Tatsuya Minami, this seems likely to lead into a Street Fighter 3 - a game that will only be released when Capcom are happy with the 3D representations of Ryu, Ken et al.

Further Star Gladiators coverage is planned for a later **MAXIMUM**, possibly issue #7. More news will appear as and when we get it.



Can Capcom take its winning gameplay formula into the third dimension?

MORE ZERO NEWS!!

For those who found that the Akuma cheat in the last issue didn't work, here's a double scoop of the red-haired one to make your saliva run like Niagra Falls!

To use Akuma against the CPU, input these codes during the player select screen.The following is for the one-player side. Hold down the left shoulder button. While you have it pressed, go to the random select mark, press left three times, down three times, and then X+Y. To get Akuma to appear on the two-player side, hold down the left shoulder button, go to the random select screen. Push right three times, down three times followed by X+Y.

The second Akuma cheat allows you to fight the CPU Akuma instantly without all that ten Super Combo finish activity you normally have to endure. To achieve this Akuma cheat, choose your character (the character has to be in one player colours - for example, Ryu in white, Ken in red, etcetera) and then in about 0.3 seconds, press both shoulder buttons and the B button simultaneously. Keep them pressed and you must choose the manual block otherwise it won't work.

Release after the loading screen disappears and Akuma is there to kick the living daylights out of your character! When you do fight him, he will seem invincible and fight the perfect fight. But persevere and you will find that he does have a weakness...

FIGHT AGAINST DAN IN ONE-PLAYER MODE!

Not only do we have the two Akuma cheats and the Dramatic Battle Mode, we also have a new Dan code! This mode allows you to fight Dan without having to choose the same winning quotes five times. When the KO sign appears at the end of the fifth fight, hold down both shoulder buttons and up. Keep them held down until the end of the loading screen. Dan should interrupt your next fight and then he's all yours to be used as a punch bag.

BOSS CODE FOR VIPERS

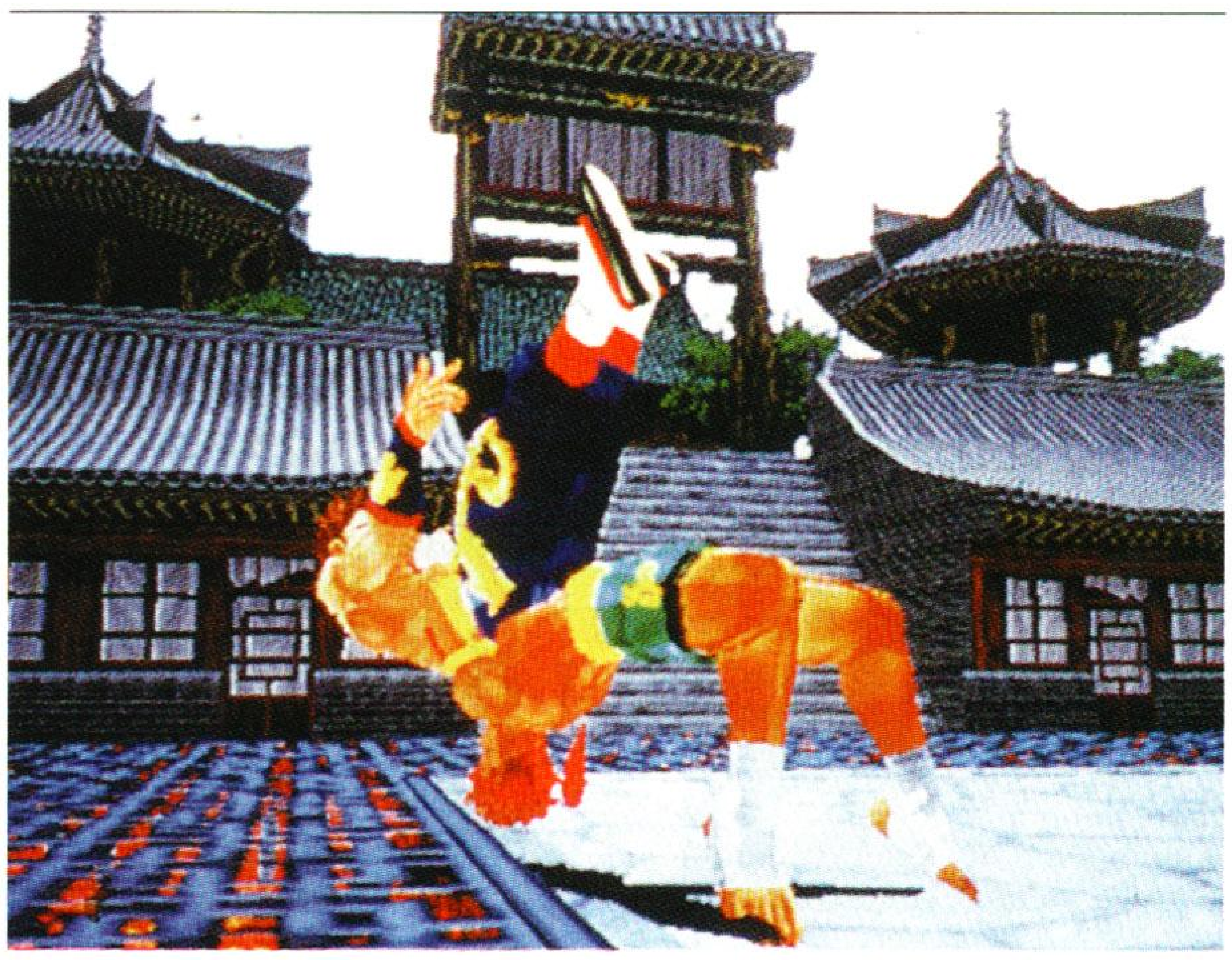
The following code enables you to play as the enigmatic Mahler on the new Sega brawler, Fighting Vipers. On the player select screen, push the start button down, and the joystick up and right/left. When the player select cursor gets to the right edge of the player select board, Mahler should be there, ready to be a selectable character.

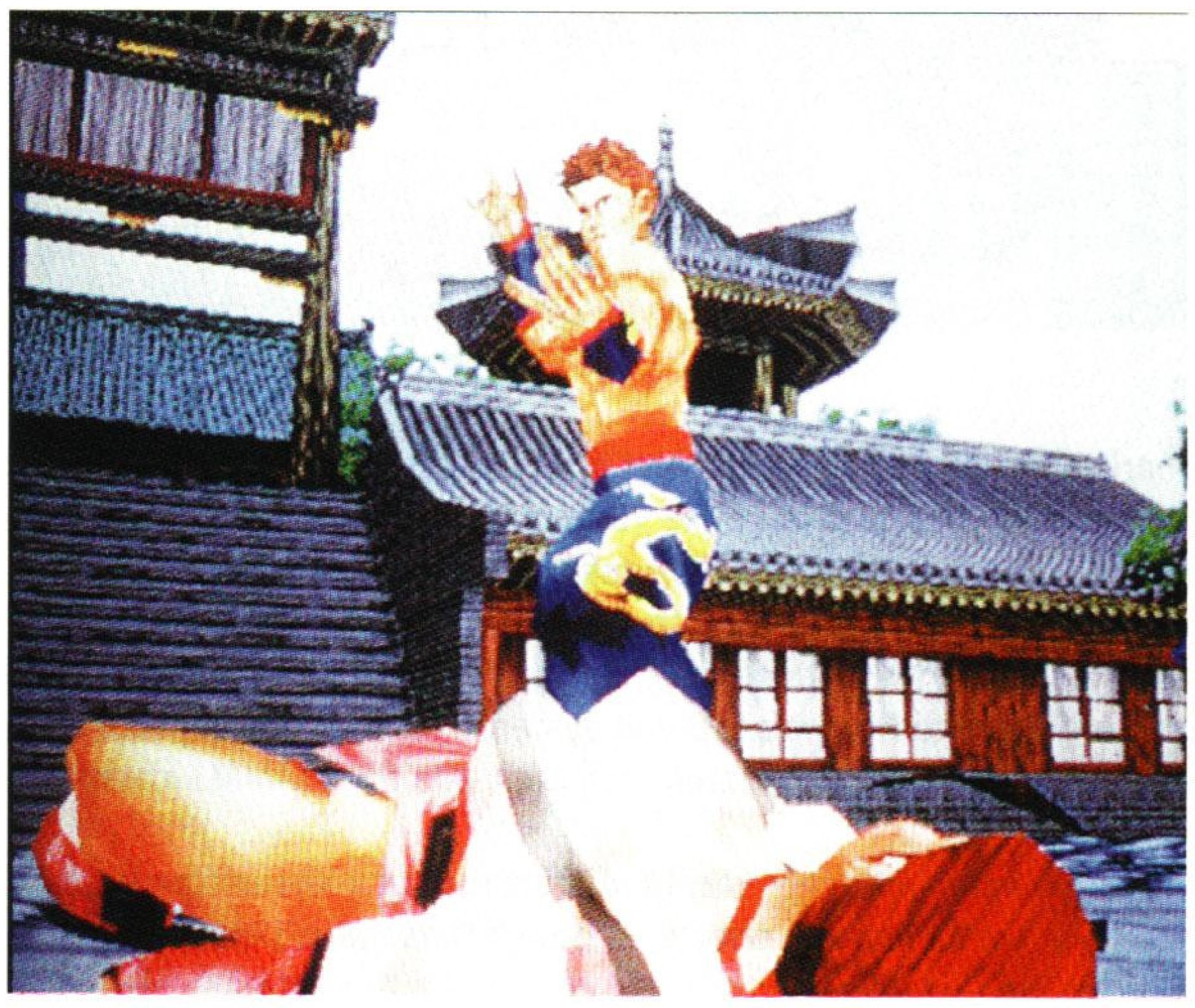
ORDER NOW AND YOU WILL RECEIVE NOT ONLY GOUKI, BUT A FREE DRAMATIC BATTLE MODE!

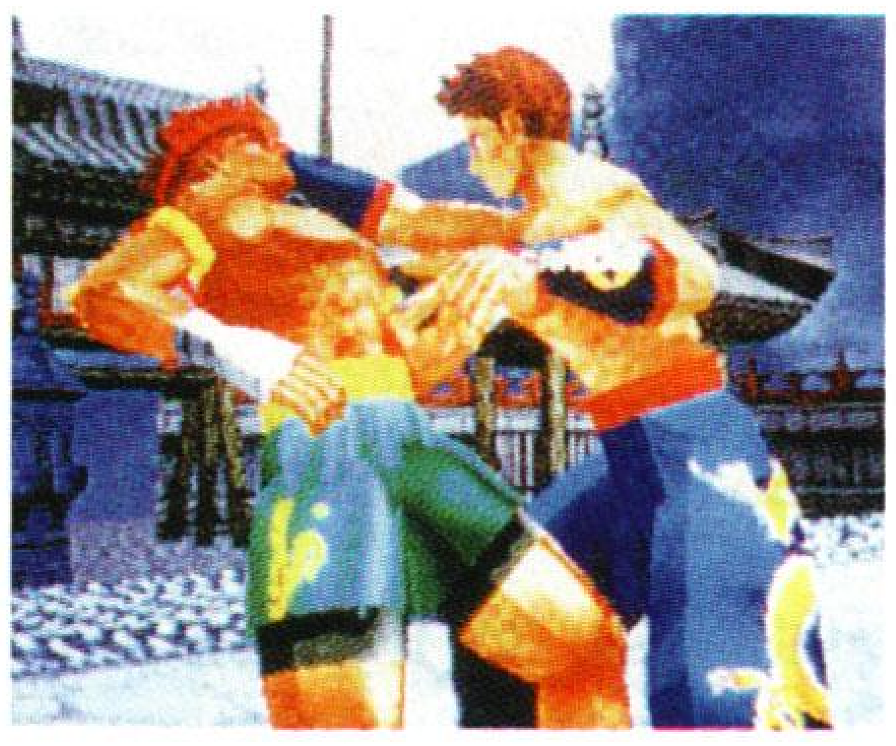
Sick of knowing only the PlayStation cheat for the Dramatic Battle Mode when you own a Saturn? Fear not as here is the Saturn version of this great feature.

Both players start the game in the arcade mode and when the player select screen appears, both players hold down the left shoulder button. One player must put the cursor on Ryu, while the other player goes on Ken. Both players push up twice and then release the L shoulder button. Both players push up twice again and then player one holds X and player two the Z button. You will know if you go the mode to work if the background automatically warps to Chun Li's stage. This cheat takes time before you get the timing correct so persevere. Also both players don't have to do the cheat simultaneously so don't worry if the both you don't do the cheat at the same time. The Dramatic Battle Mode won't be saved on to the memory until you defeat M Bison so try to beat him in double-quick time. Once you have it saved, try the for high number combos and all other fancy things.

Tecmo challenge Model-2 with new game Dead or Alive!







TECMO - DEAD OR ALIVE?

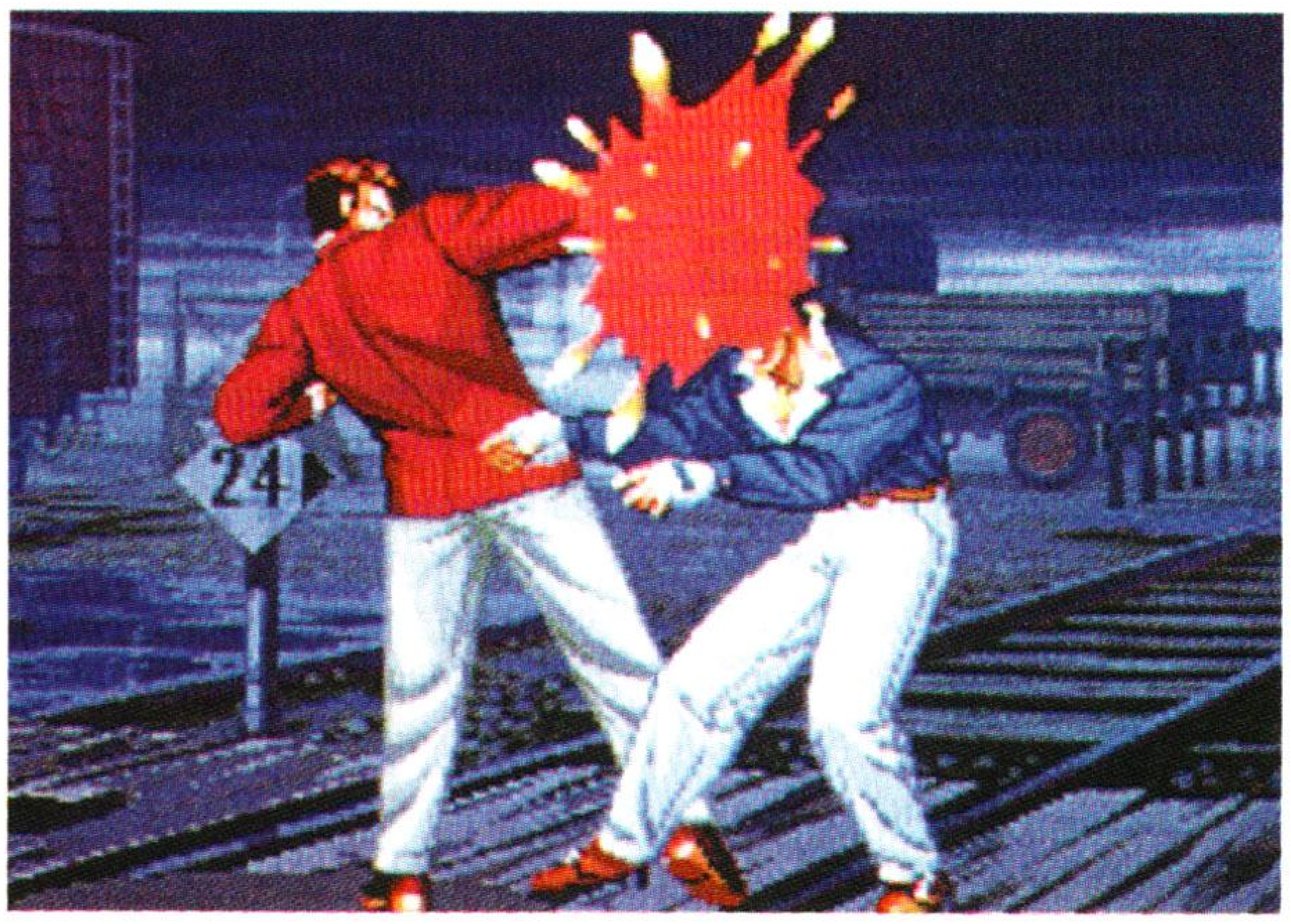
Another company responsible for a soccer tragedy is Tecmo. Since the 1990 World Cup game, the company has taken a bit of a break from the arcade scene but is back with a vengeance. Dead or Alive is a 3D fighting game and can only be described as looking similar to the Tekken series but controlling like VF. So far, only four characters have been unveiled. One character looks very similar to a certain Marshall Law, and another seems like a soldier complete in combat fatigue. As for the other two, they seem like the creations of an SNK design team. Joe Higashi and Mai Shiranui of the Fatal Fury games look to be the inspiration behind these two new Tecmo characters. As for the rest of the visuals, they're on a par with Sega's Model-2 technology.

Ready yourself for motion-captured SNK action!

SNK REVEAL TWO EXCELLENT PRODUCTS!

Although some may sense that SNK's arcade viability is coming to an end with its increasingly outdated technology, you just can't knock the sheer quality and playability of its recent wares. Who knows just what will happen to the company's fortunes when the 64-bit technology is unveiled (hopefully) at this year's JAMMA Show?

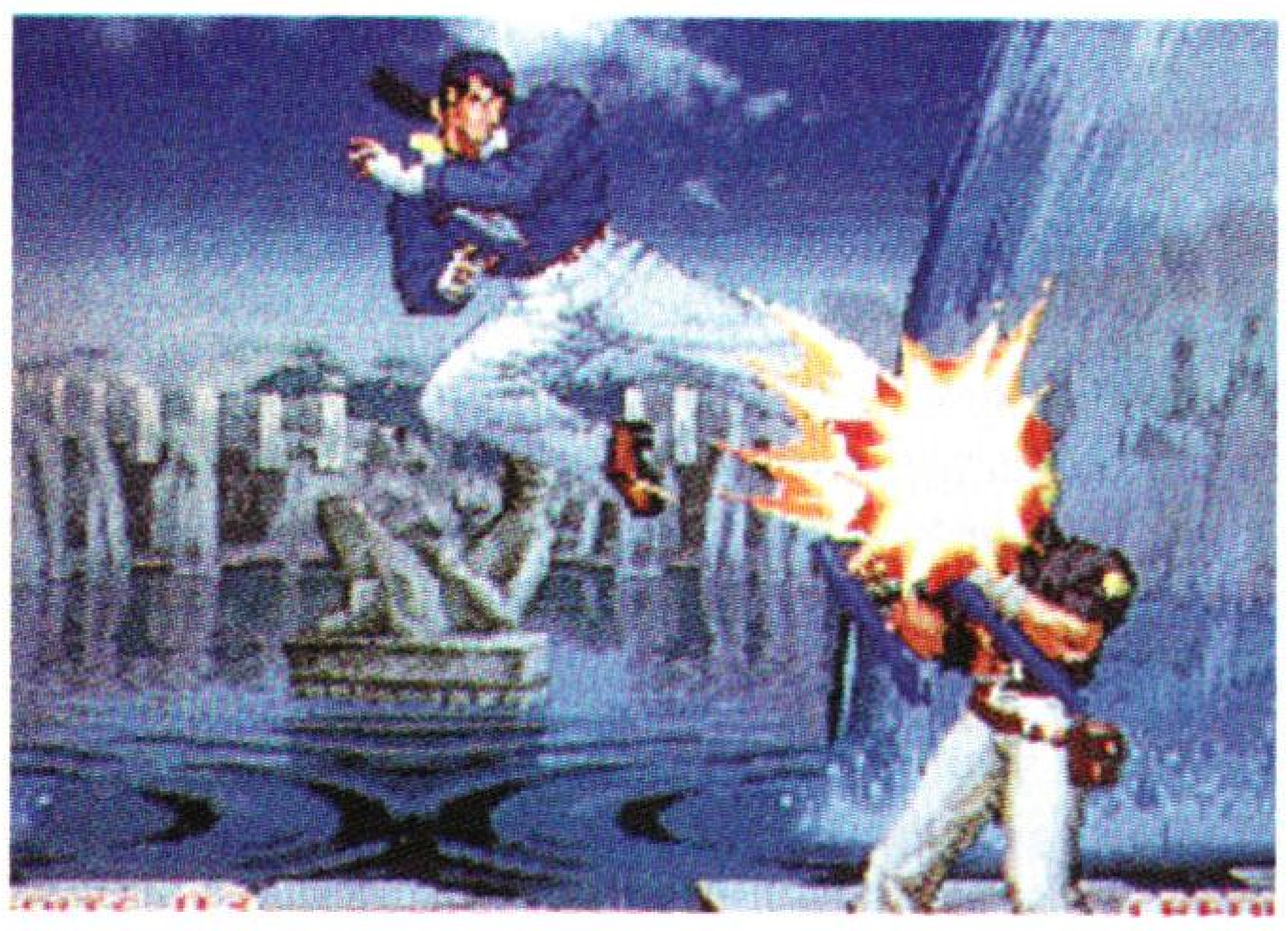
As it is, SNK concentrated heavily on Art of Fighting 3 and Shinoken at the AOU, keeping its Neo Geo-based technology but studying closely the current trend for motion capture and pre-rendered sprites.

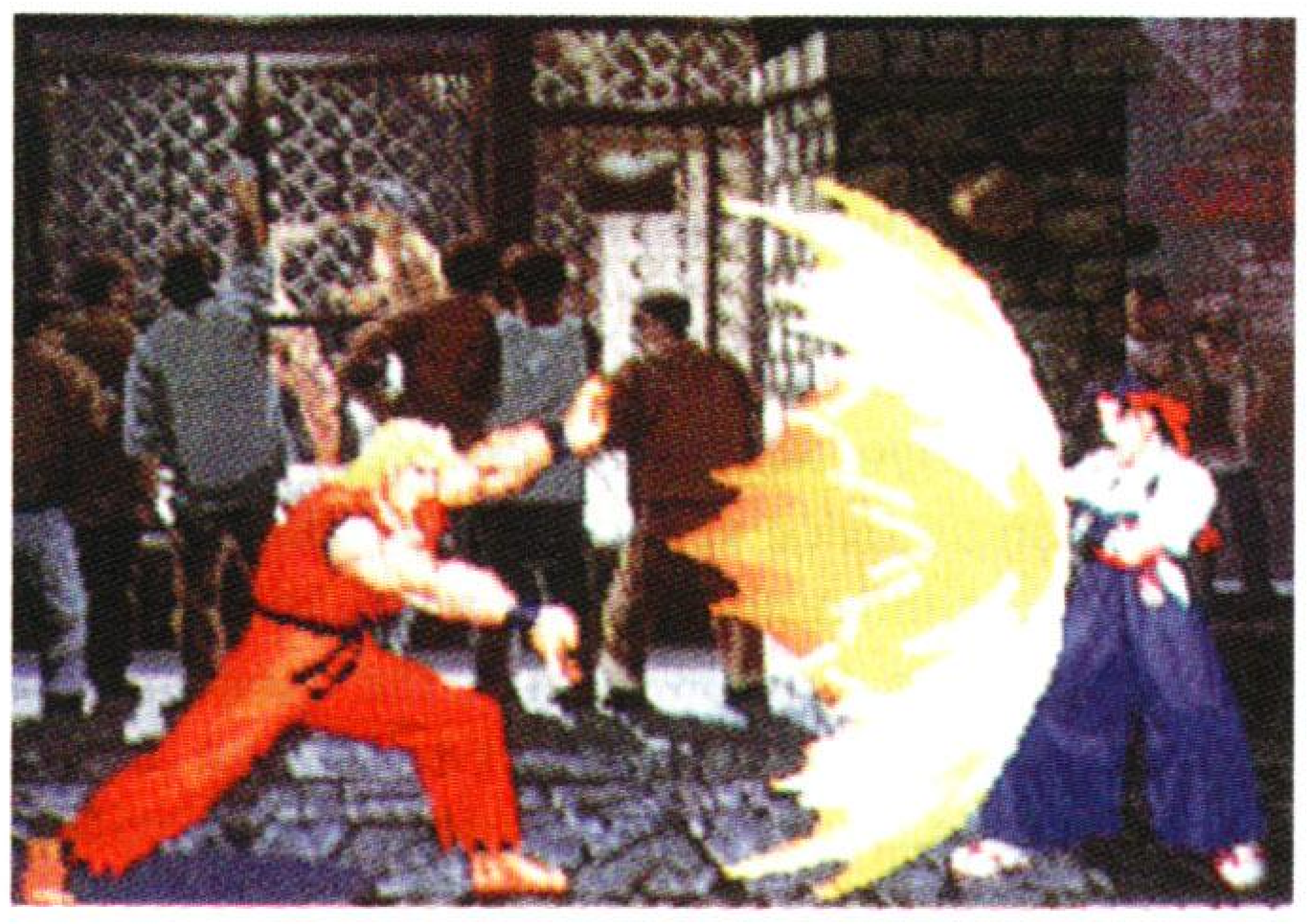


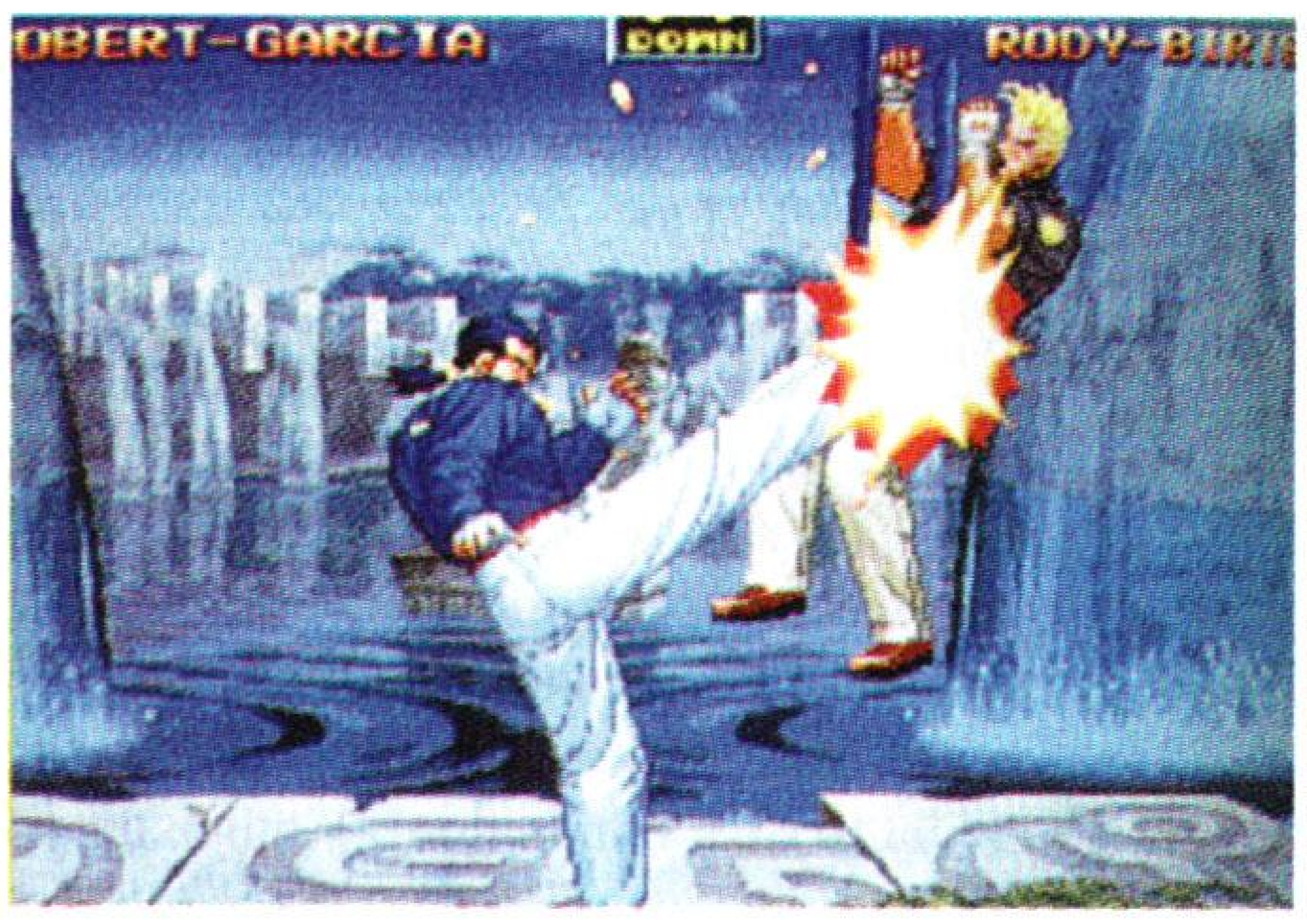
ART OF FIGHTING 3 STRIKES!

The third installment in the rock hard saga of Ryo and Robert will be making an appearance in arcades across the country very soon with the CD version following a few months later. The game features the usual spirit bars seen in the previous two games - so no unlimited fireballs and dragon punches for you Ryu/Ken types. The characters are also very big and the usual panning in/out of the screen associated with Art of Fighting and Samurai Shodown is apparent here.

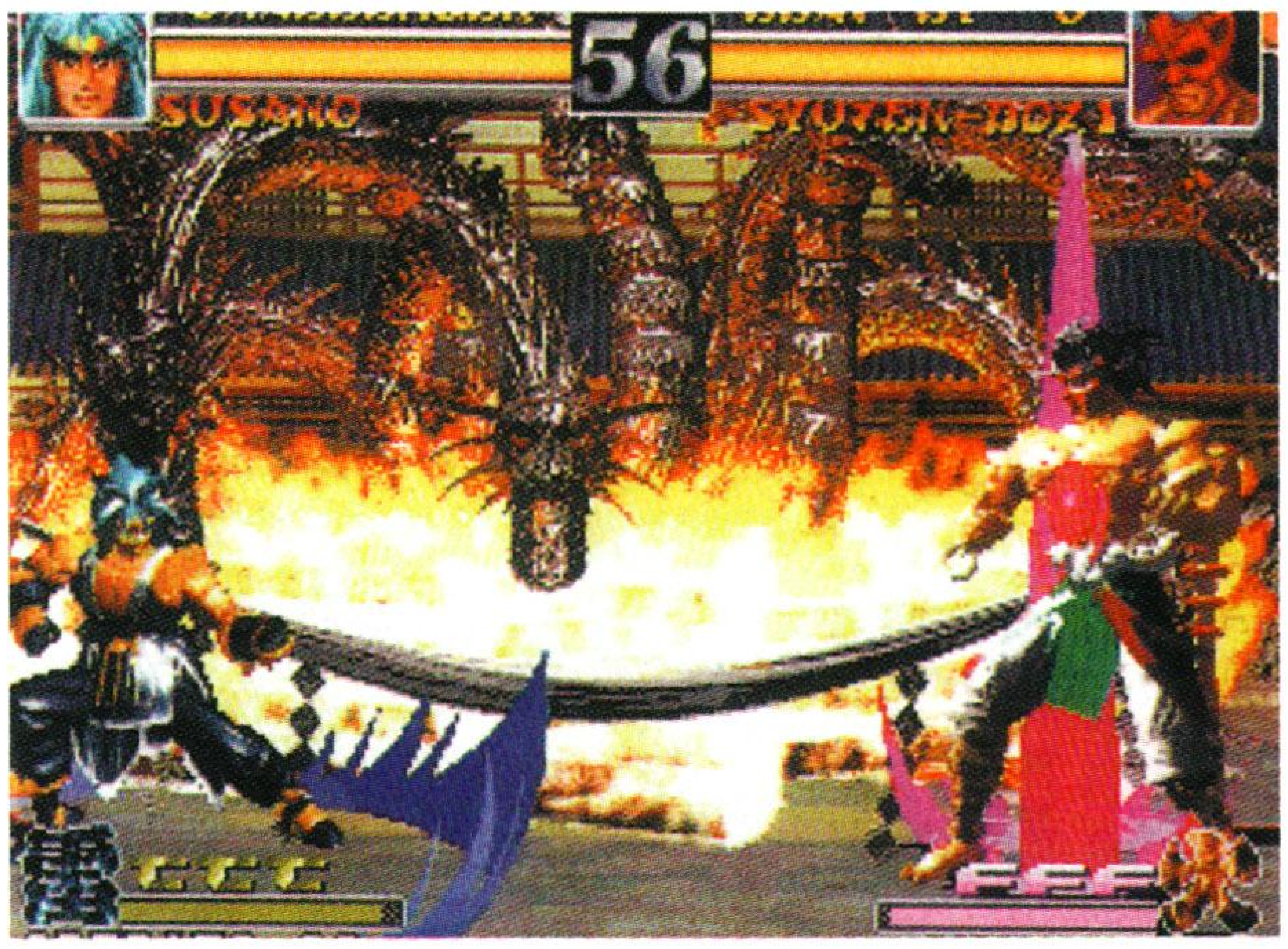
So, it's another Neo Geo fighting game to add to the huge list. What does AoF3 have that the other don't? For a start, the sprites are animated with the help of motion capture. Apparently, stunt men and martial artists auditioned to play out the action movements of the characters. As a result, the animation is super-smooth and realistic. Secondly, even though it's the usual best-of-three-rounds fight scenario, a fight can be decided in just one bout. Should a player manage to finish off an opponent with an incredible super-move, that's it - the game's over. Above all, this new feature (known as the Ultimate KO) separates this game from the other Neo Geo fighting titles. **MAXIMUM** aims to get hold of a copy for Extended Play treatment hopefully for issue #6.

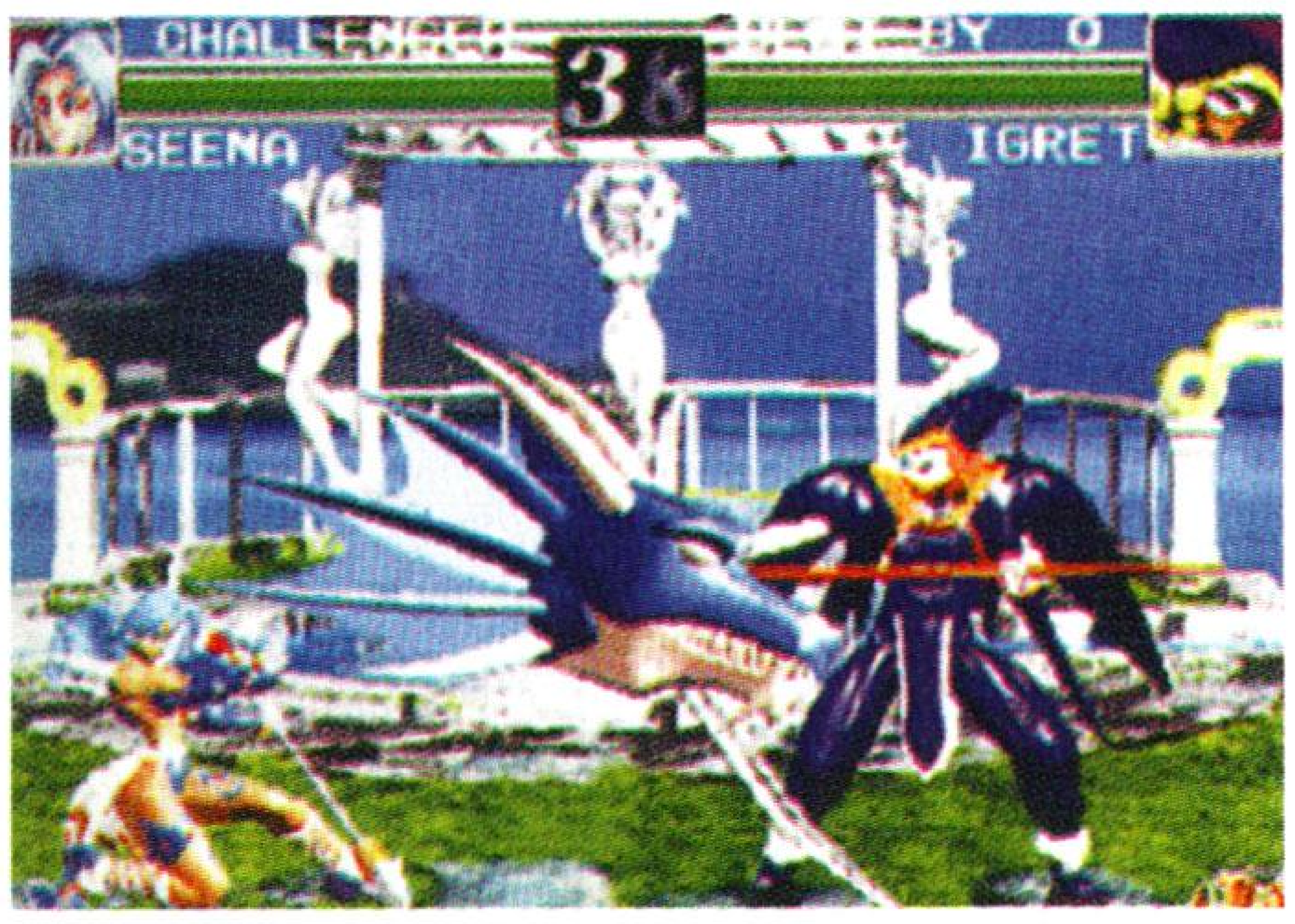


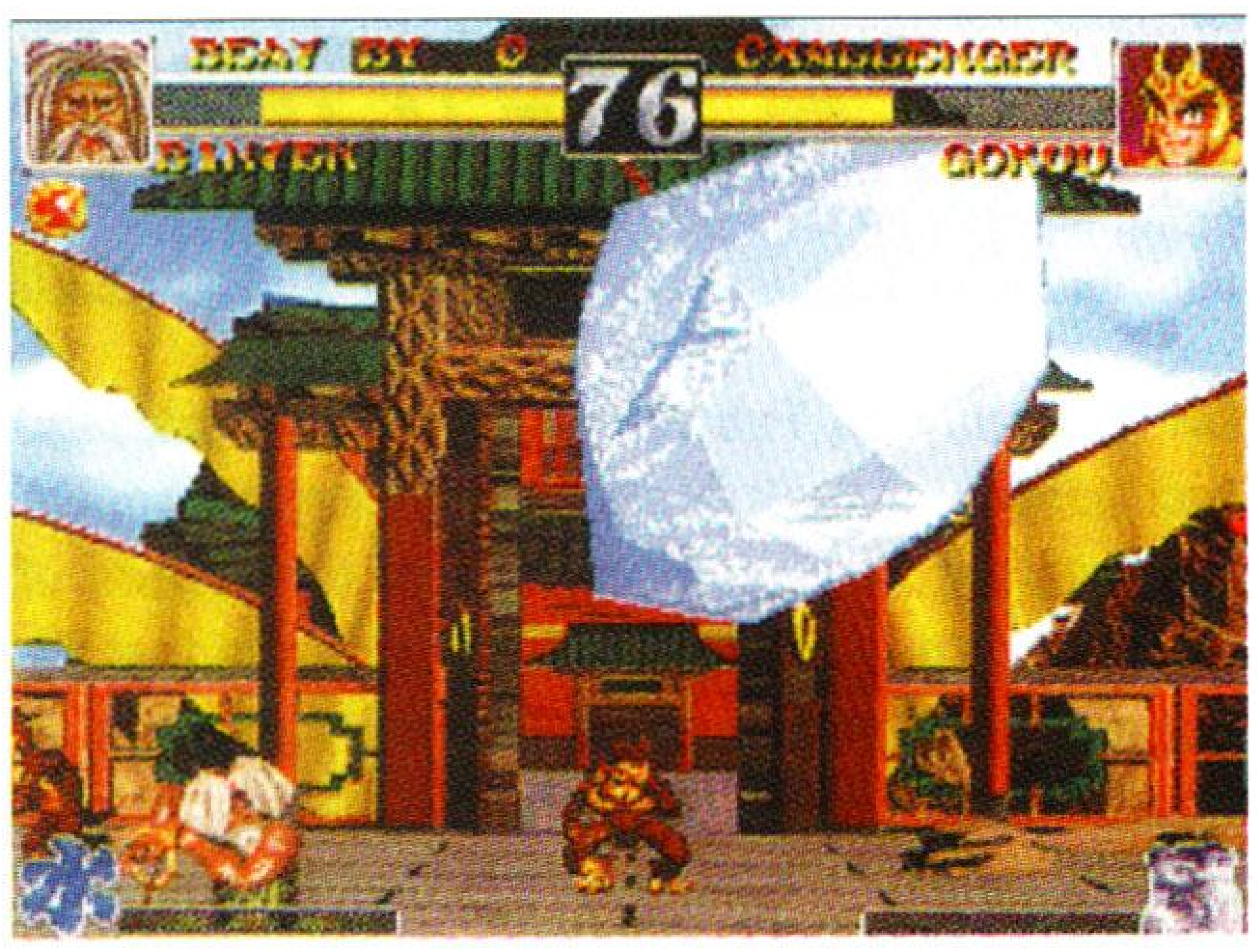




3D rendering with a 2D fighting game? Enter Shinoken







SHINOKEN FROM SAURUS

A new release courtesy of Saurus, a Neo Geo third party. This new fighting game (surprise, surprise) features Shinto (an old Japanese religion) deities as the base for the characters. Not very exciting, you may think. You could be right if it wasn't for the following features. As the characters are deities, each character possesses control of a natural element. For example, one fighter could be in control of thunder, fire could be the element of another character and so on. The way to use your character's element is by filling the POW bar at the bottom of the screen a la King of Fighters. Once filled, an item drops down and once you collect it, more powerful special moves are available at your disposal. Up to three items can be stocked up in your arsenal.

Also one of the characters in the game is in fact two! The characters are twins and you have control of both of them throughout the ensuing battle. How this handles in the game will be interesting to see as the twins don't mirror each other's movement like Morrigan's double when you perform the Astral vision in the DarkStalkers series.

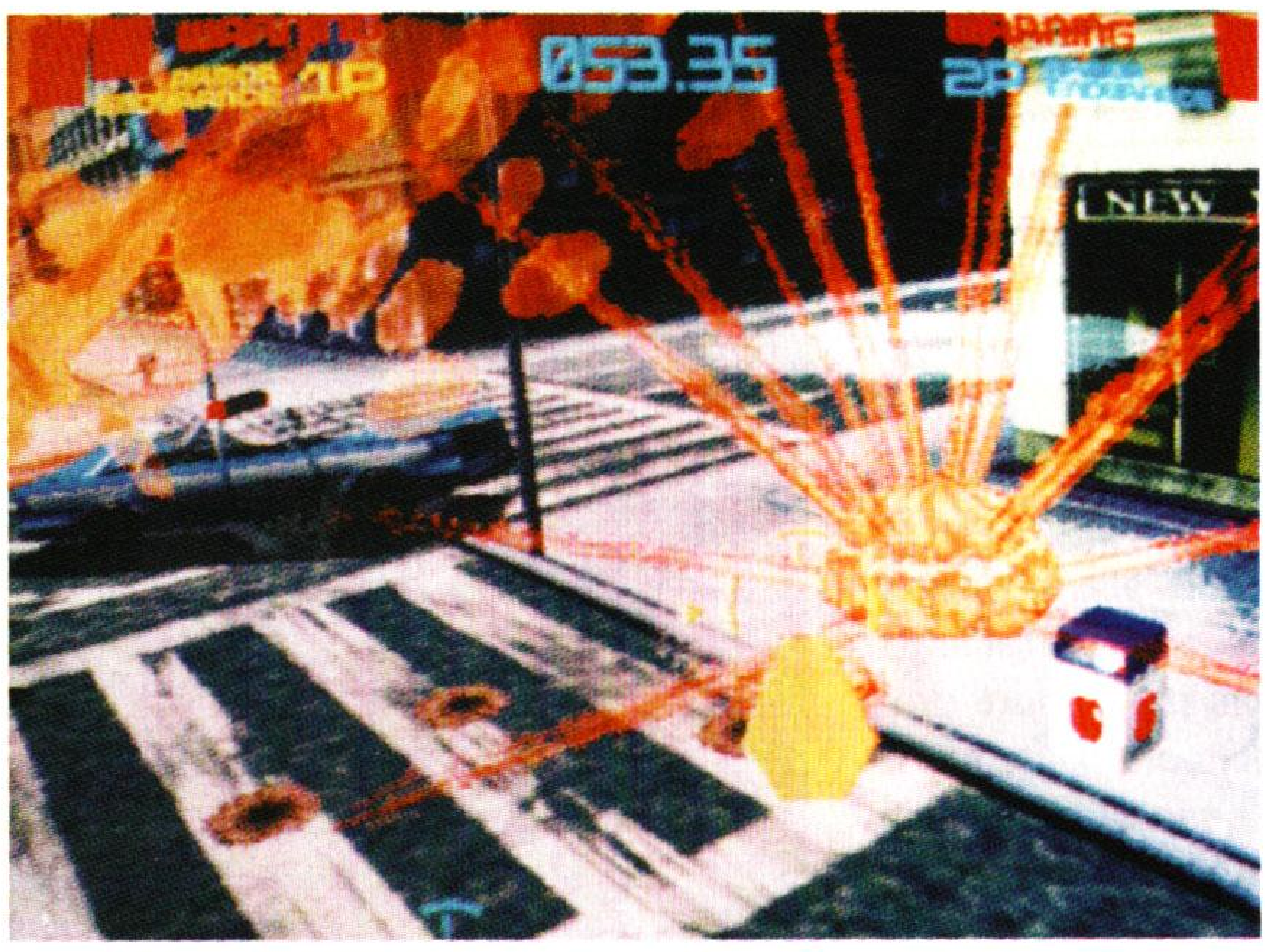
Also for those of you who are disappointed that Art of Fighting did not have rendered graphics, Shinoken does. It doesn't look too bad but as the old age saying goes, graphics do not make the a good game make. More information in a later edition of **MAXIMUM**.

REAL BOUT FATAL FURY

In addition to the Extended Play on Real Bout Fatal Fury in the last issue, here is an additional move for the man with pantaloons large enough to cover all of Oxford, as revealed by SNK at the AOU. The following is a super, super move that only Geese Howard possesses and will require time to master before you can effectively use in battle. When the energy bar is flashing red and the POW bar is full, input the following command: perform a half circle from right to left and then push right in one fluid motion with A, A, B, C, C, C, B, C, followed by a reverse fireball motion with C.

If you execute the move successfully, Geese will dashes forward with afterimages of himself mimicking his every movement like Rose in SF Zero when you perform her Super Combo. The only other advice is to try to put in the next command after you see the previous move on screen. Also remember that the move will not work unless the right combination of buttons are put in. So no extra C presses to get in that extra punch.

Recoiling machine guns in Sega's Gunblade!

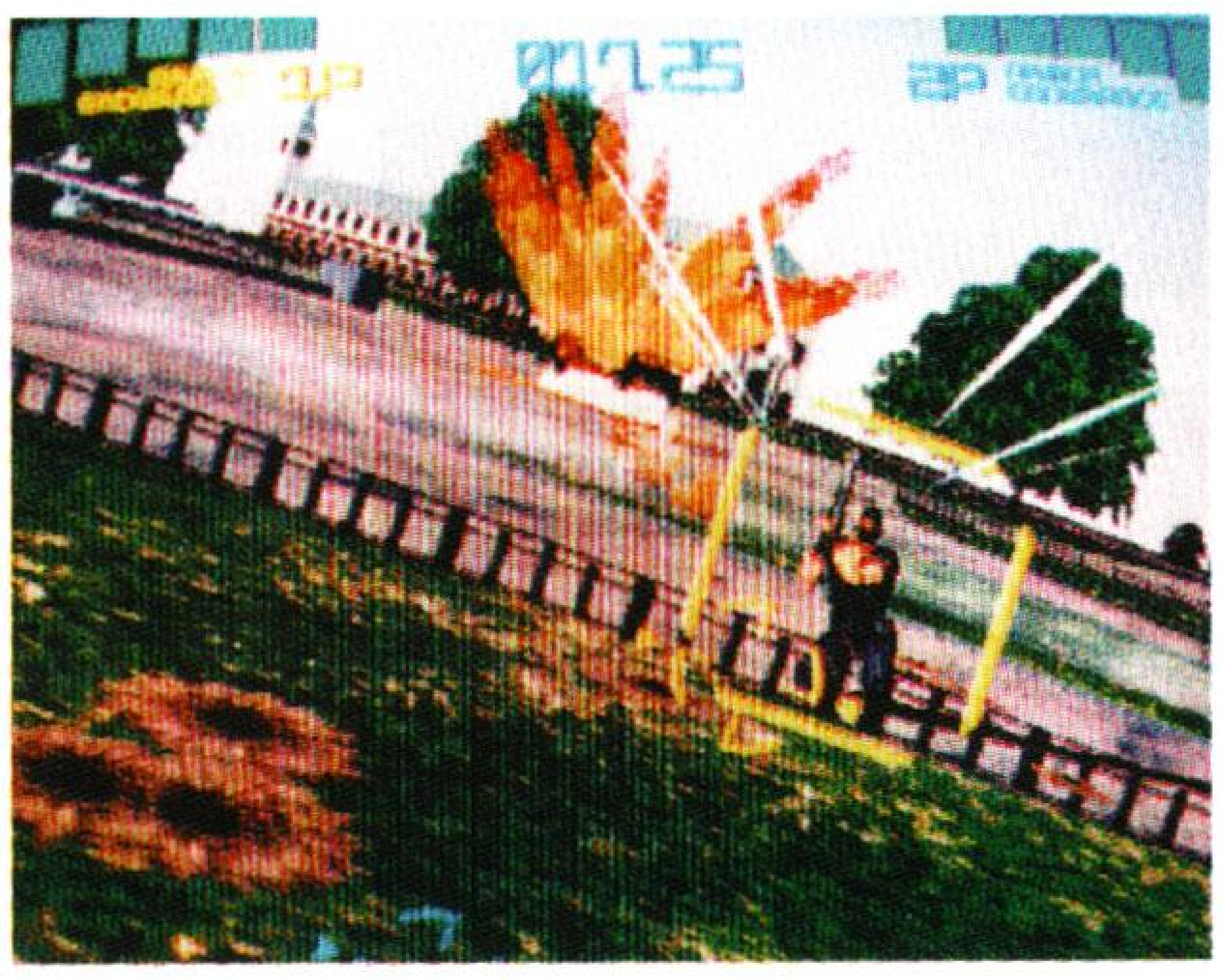


GUNBLADE FOLLOWS UP VIRTUA COP 2

After the huge success of their previous two gun based games, Virtua Cop and its sequel, Sega has decided to release another one. This time Rayge and Smarty are not in it and in fact, you're not even a police officer. The player adopts the role of a crew member of the Gunblade helicopter which is top of the line equipment in the SAAF (Special Air Attack Force). The Gunblade and its crew has been assigned to take out the terrorist force that has taken over the UN General Assembly meeting in New York.

The terrorists have taken the world leaders within the UN and the many citizens of the city as hostages and are making unreasonable demands of the international community. In a normal situation, the NYPD would suffice, but these terrorists have an advantage - they have android soldiers that were developed as the next step in military technology.

The machine itself is a dedicated cabinet made using the Model-2B board like the previous Sega shooters but with one noticeable addition - recoiling guns! So if the gun is set to recoil, the gun kicks back, giving the player a impression of using some high-calibre hardware! Another feature that makes this game different from the Virtua Cop series is that you don't have to reload - so no more agonising deaths as you stare at the enemy while frantically trying to reload your gun. But one feature that has made it into this latest Sega game are the barrels and the abandoned cars that can be used to clear a cluttered screen of enemy characters.



Another interesting addition is the fact that Gunblade is the first 3D shooting game to feature enemies with artificial intelligence. What this does to the game's playability remains to be seen but this new development is certainly very interesting.

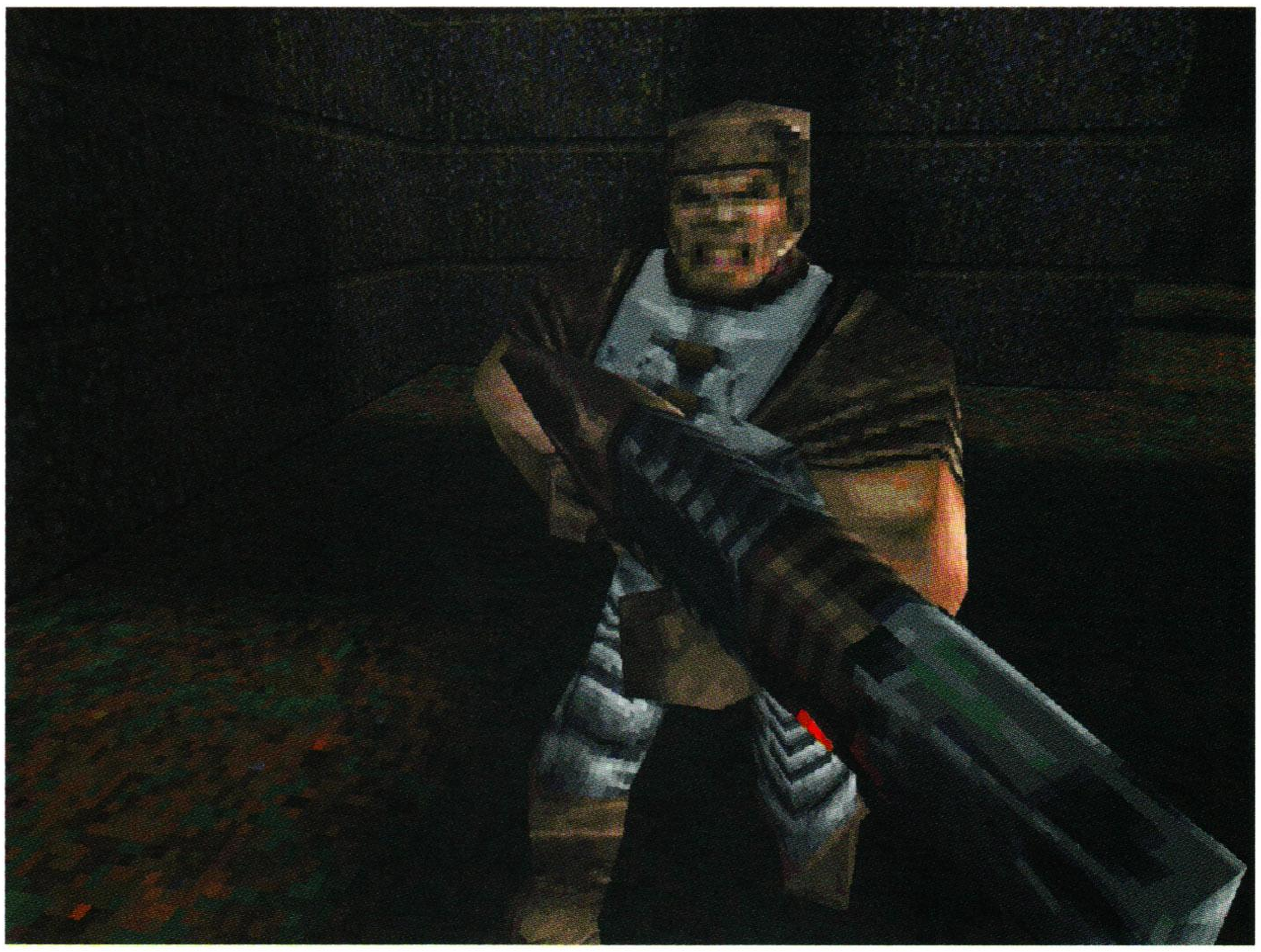
As with the Last Bronx mentioned earlier, the 3D environment for this game was researched painstakingly to get every detail correct. The AM3 team spent some time looking around New York to get an impression of how the city should look in a 3D graphic world. Recently, Sega's R&D teams seem to be aiming for more than realism in just the handling and the movement of their games. They seem to want total realism by making the backdrops actual locations in the real world. Could this be the future of the Sega games? Maybe the backdrops in the forthcoming VF3 will feature real city locations like Osaka castle for the new character (Osaka castle is famous for its Sakura trees) or the Eiffel tower for Lion? The recent evidence in Sega's 3D games certainly points towards that direction but only time will tell.

PC SCHEDULED FOR THE PC AND CONSOLES
QUAKE
ID DUE FOR A **UK** RELEASE IN **MAY**, PRICE UNCONFIRMED

EARTH-QUAKE!

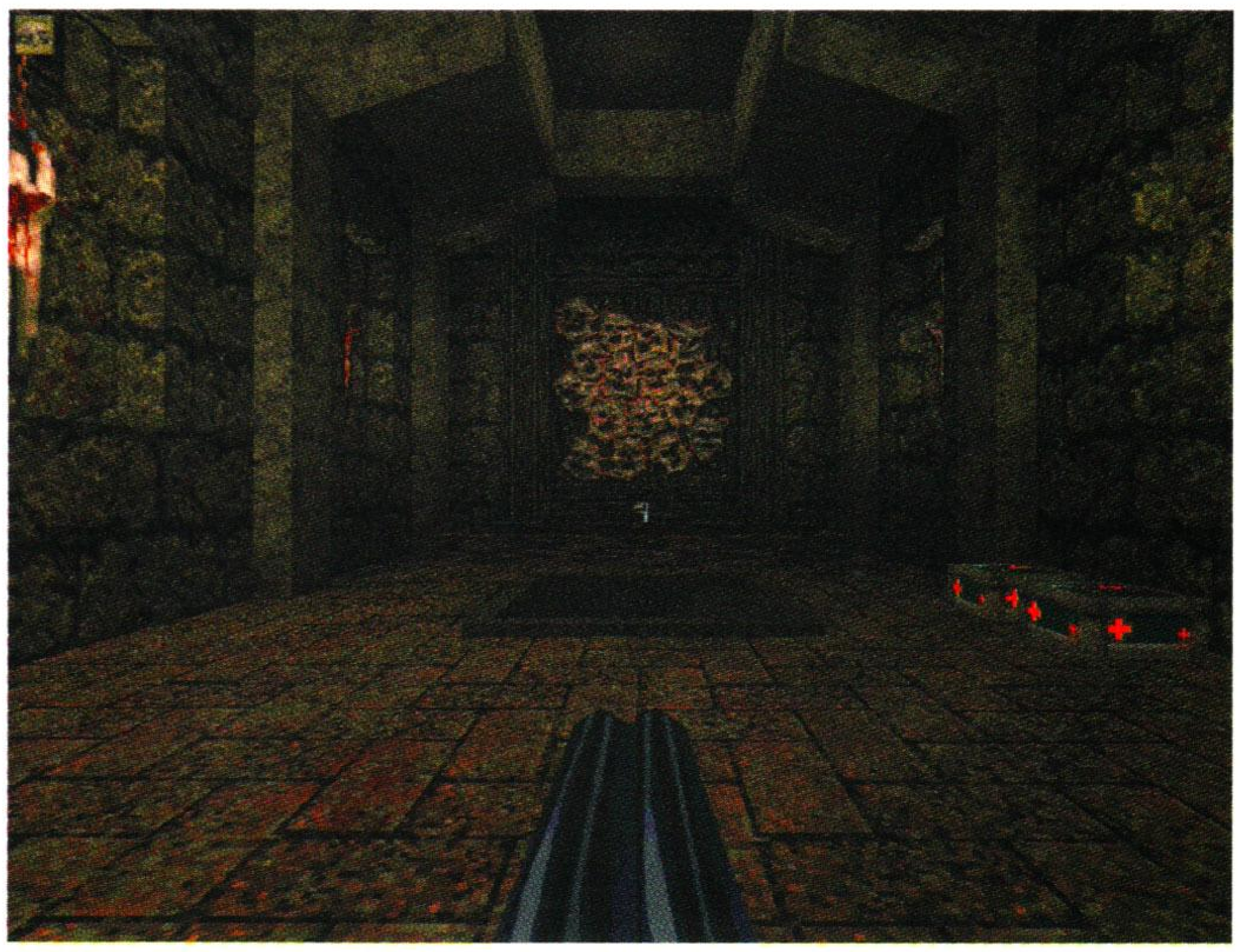
QUAKE: THE FIGHT FOR JUSTICE

On Saturday 24 February, id software released the first pre-alpha test edition of their forthcoming megagame: Quake. Not surprising, the Internet fried as hundreds of thousands of net freaks tried to download the four-and-a-half megabyte test file. Of course, having eagerly awaited the game for many months, MAXIMUM was there and five hours later, the software was installed and ready to go...



Want the bad news about the test demo released by id? Well, it's DeathMatch only. That's right - you need to connect your PC to a network in order to see anything anything other than the landscape. At first, that was all that **MAXIMUM** could see - a supremely impressive environment at that, with some absolutely stunning texture mapping and light-sourcing, but nothing to shoot at whatsoever, which led to a supreme lack of action. This has led to some extremely unkind remarks about the game on the Quake newsgroups on the Internet. Obviously people wanted a lot more than a DeathMatch demo that isn't even in the Alpha phase of production yet. The thing is, if you do play it link-up, you soon realise that Quake is destined to become the videogame of the year - it will be *massive*, mark our words. Take all of the fun of Doom DeathMatch, add extra realism, extra gore and far superior graphics and you have one hell of a game.

Your first chance to play the greatest gore-blast in existence! Quake deathmatch mode is everything you expected it to be! Shareware version available soon!



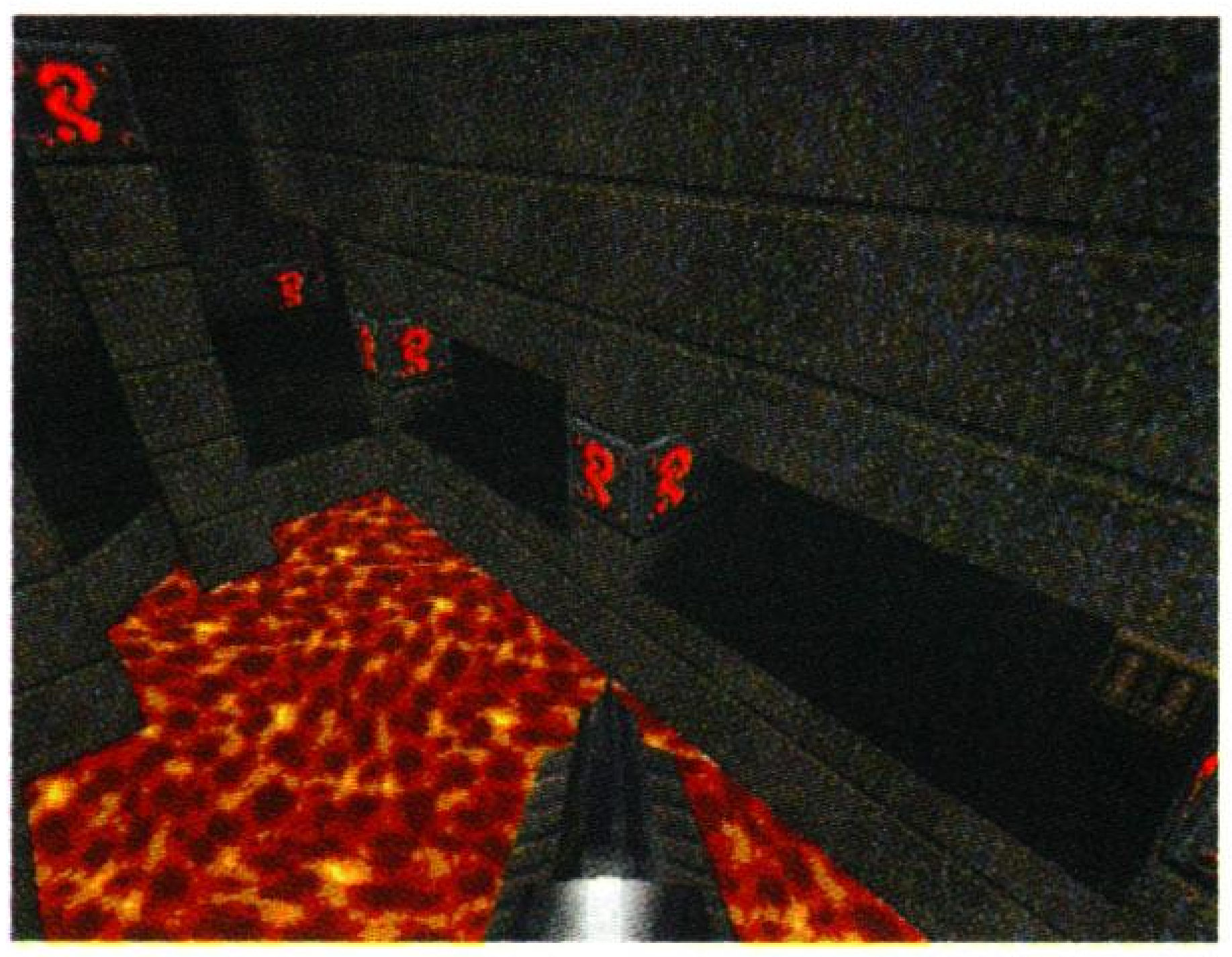
Three levels have made their way into the test. The first is an excellent mediaeval castle interior, eerily lit by wall-mounted torches. A very small, enclosed level with a great open "cellar" (with plenty of pillars designed for awesome DeathMatch play), this level is the current **MAXIMUM** favourite.

The second map is a tricks 'n' traps style level designed to instill fear of lava. Remember how damaging some of the nukage was in Doom? Well, lava is ten times more ominous in Quake - and you actually *fall into it* and have to get out - by which time you have been burned to a cinder!

The final level shows off the style of military base we can expect to see in Quake. The mere presence of a military base in itself proves that id have moved away (at least at some point) from the original mediaeval concept, although this is far more pronounced when you check out the mostly present day weapons technology the game now employs. Yes, the old Thor-style hammer which was to have been Quake's main weapon (in the original concept at least) has been sacked, leaving it to grenade launchers, nail guns and shotguns to take over the carnage. And what a great job they do too.

id software ready the PC games classic of the year!

Getting back to the subject of the military base level, this is the first test you get of swimming in Quake. Doom was limited to surface water (with players walking on water, Jesus-style). In Quake, you can disappear underwater, whereupon you are treated to a most intriguing deep water effect (oddly, all of your weapons work there as well).



IN EVERY DIRECTION
Looking up and down is best achieved with the mouse - scoping out opponents in double quick time is the name of the game and analogue devices rule in this regard.

But the big addition to Quake has to be the sheer physics of the thing. It's not just in the stunning light-sourcing or what-have-you - it's in the action itself. Now when you strafe, the screen tilts. When you go up stairs, you automatically look up. And of course, in the gore department, Quake is without peers - fire a shotgun shell into your foe and see them reel backwards. Drop a grenade at their feet and they fly skywards as an explosion lifts them into the stratosphere. All of the impacts are physically accurate - you can even use a shotgun to blast your opponent into a nearby lava pool! The amusing corpses that litter the average Doom arena have given way to various bloodied limbs, torsos and dismembered heads.

But the real innovation in Quake is that everything is truly 3D - although rooms could have different heights in Doom, you could never have one floor above the other. This was the first thing to be rectified in the Quake engine, and id have used this to excellent effect - some levels have you walking over gratings... should you see the opponent below you, just point down and blast him through the floor. Or alternatively, you could see an opponent using a lift above you - point upwards and let him have it. Actually realising where an attack is coming from is something of an art to master in Quake - because an onslaught can arrive from any direction, seeking cover or returning fire is a lot more difficult than in the 2D plane of Doom.

Unusually for an action game on PC, the mouse offers by far the best control method. Configure your mouse to fire, strafe and look around and leave the actual movement to the keyboard. Of course, like everything else in Quake - it's all up to your personal configuration (which you can save to disk).

As we said before, Quake is only in a developmental pre-alpha test phase in its current form (expect the full shareware version in the next few weeks), but already **MAXIMUM** believes that it is one of the finest gameplay experiences available. id has done it again.

TRICKY KILLS
Blasting opponents through the ground is a most intriguing tactic. A foe could be lying in wait under your feet. Just point down and open fire for a most... unexpected kill. The true 3D adds a great deal.

THE POSSIBILITIES ARE UNQUANTIFIABLE!

id are planning to make Quake a totally redefinable videogame. Ordinary folk will be able to set up their own servers (connected to the Internet or a bulletin board) and create their own Quake world. Everything can be altered to suit your tastes: weapons, monsters, locations - even gravity levels can be altered. Of course, this hasn't been programmed into the test release, but this expandability is planned to be included on the player side of things too - so if you fancy taking the texture maps of your character into a design package, you could change your own character's appearance.

BREAK OUT THE WEAPONRY!

So it's a DeathMatch demo right? So you need kit to blast the crap out of each other with? Indeed. Thankfully, Quake has a total of five weapons included (with two more to follow) which are extremely impressive, and utterly deadly in the right hands. Except the shotgun. Two more weapons are slated for inclusion in the shareware release - the Lightning Gun and the Chain Lightning Gun. Also, it's best to remember that Quake is totally redefinable. Depending on the server you log in to, you can expect to see different weapons.

SHORT STORIES
Right, so you've downloaded the QTEST1.ZIP file from the net and you've wandered around in one-player mode, and now you're ready for some DeathMatch action. You get your mate to lump his PC over to your house, set up the null modem cable and.... Arghhh! It doesn't work! **MAXIMUM** puzzled for many days about this, but we can now reveal how to get a near perfect connection:
Both of you type quake -listen. On the console screen, type com2 -cts -cd -dsr. After that enter com2 enable.
The faster PC of the two should now type map test1 to start the game off. The other PC should now type connect - and there you go.

Don't fancy lugging your PC around to your mate's house? Modem support isn't in the demo at the moment, but a patch is available on the net to get it going. Point Netscape or whatever at http://www.texas.net/~wise/quake.htm and download that modem file. A map editor of sorts is also here which is worth checking out.

The Quake excitement certainly reached a fever pitch at the **MAXIMUM** offices this month and to that end, we now have plans (of sorts) to set up our own Quake server which PC owning readers could dial up. As soon as the shareware version becomes available we'll be looking into it. If the thought of challenging **MAXIMUM** team members to a quick DeathMatch appeals, this could really take off big time... Details as soon as we've got them together.

The ultimate 3D graphics engine debuts in Quake! Super-Console versions announced by GT Interactive!

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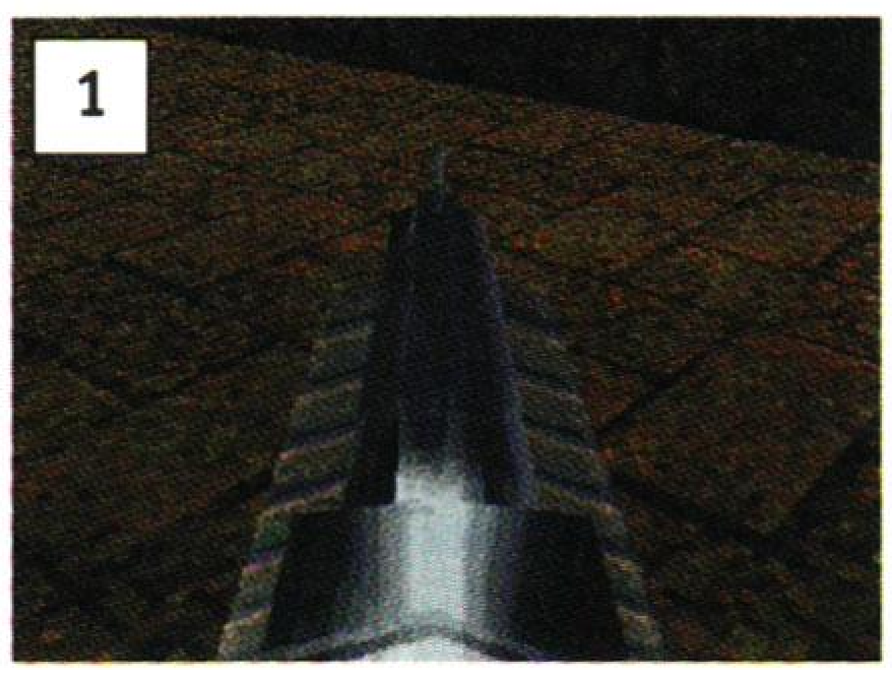

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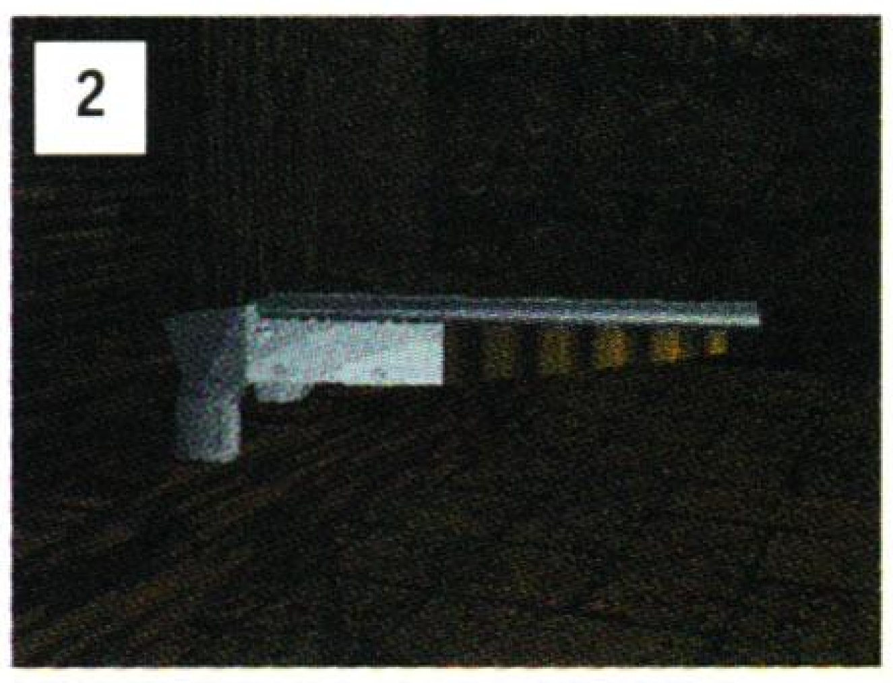

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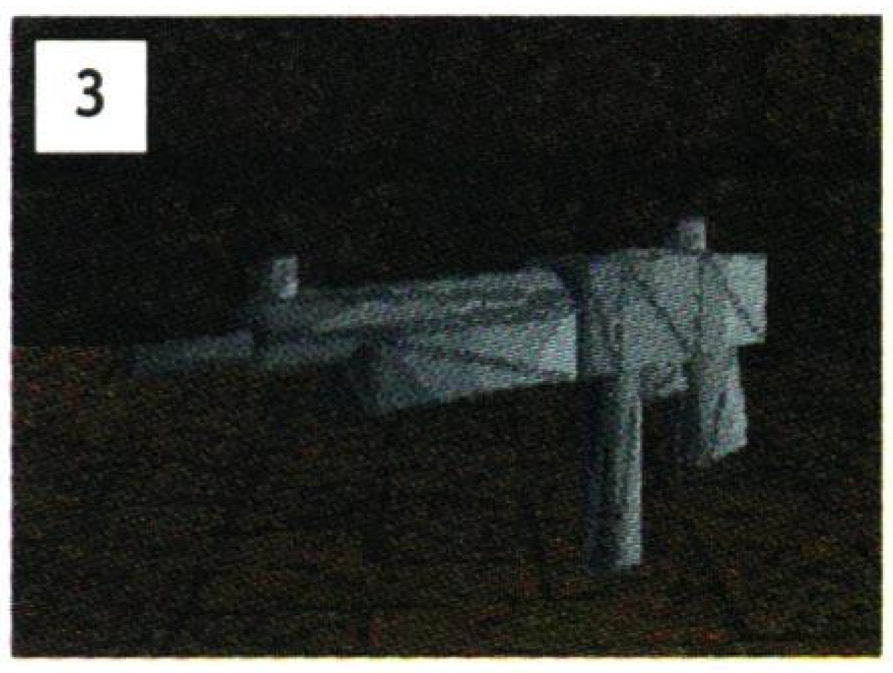
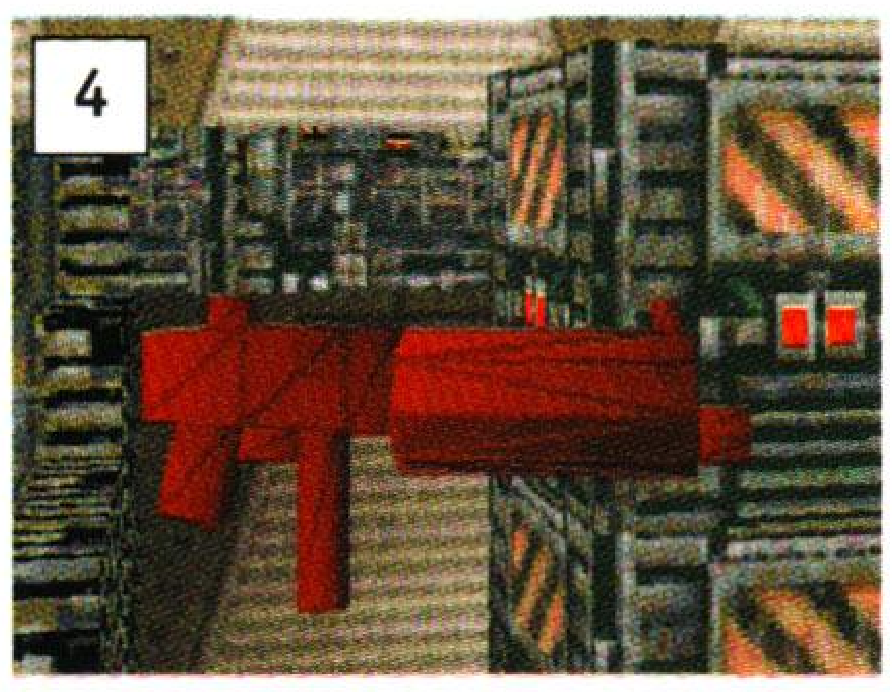


1. Shotgun
One of Doom's most useful weapons returns in a slightly more rapid firing version. One of the sleeker weapons in Quake, and fairly impressive in terms of damage... if you're firing at close range. And your opponent has no armour.

2. Super-Shotgun
Just like Doom 2's weapon, really, although it doesn't take as long to reload. This is the best weapon in all-round performance and can take down an opponent (with no armour) in two shots. Great for shooting an opponent in the back with.

3. Nail Gun
To celebrate the arrival of Nine Inch Nails' Trent Reznor into the id fold (he's doing the sound), here's the Nail Gun. Rapid-firing, spewing out copious nails of the nine inch variety, these rebound off the wall in a fine manner, accompanied by an ace ricochet effect. Not that damaging though and you fail when faced with Super Shotgun power.

4. Chain Nail Gun
As you might expect, this remains much the same as the "vanilla" Nail Gun. Except it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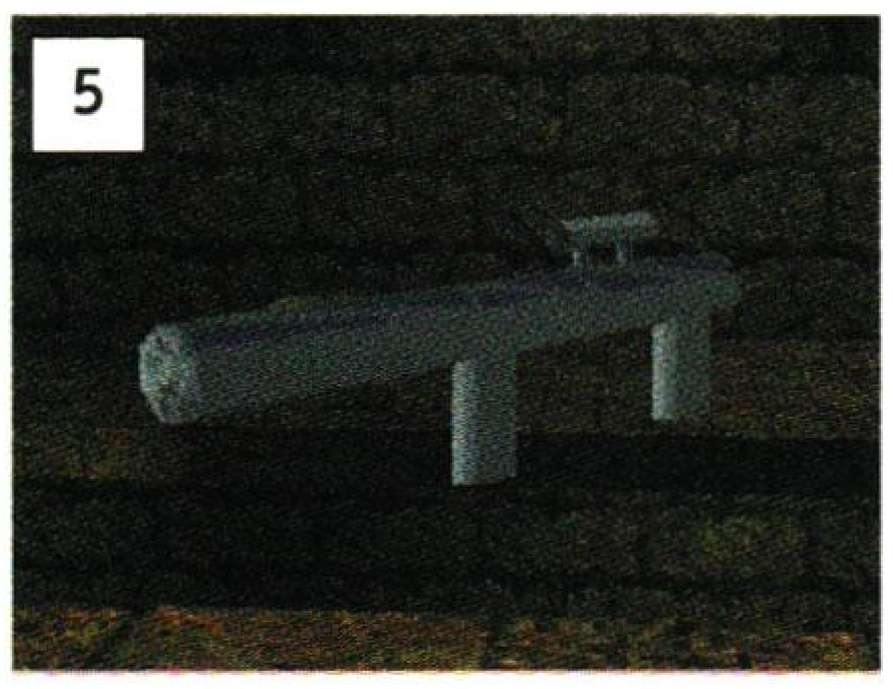
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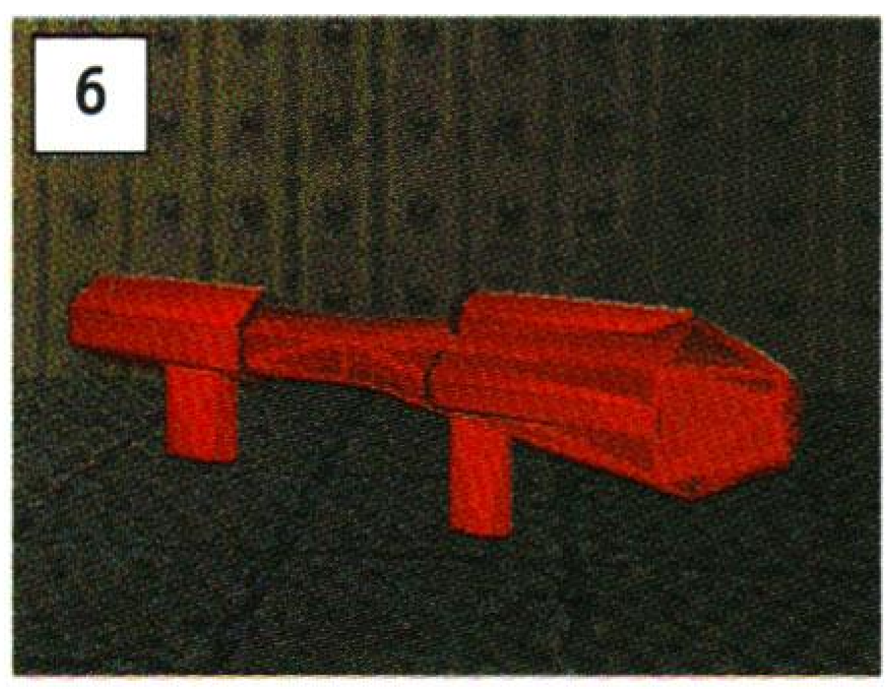
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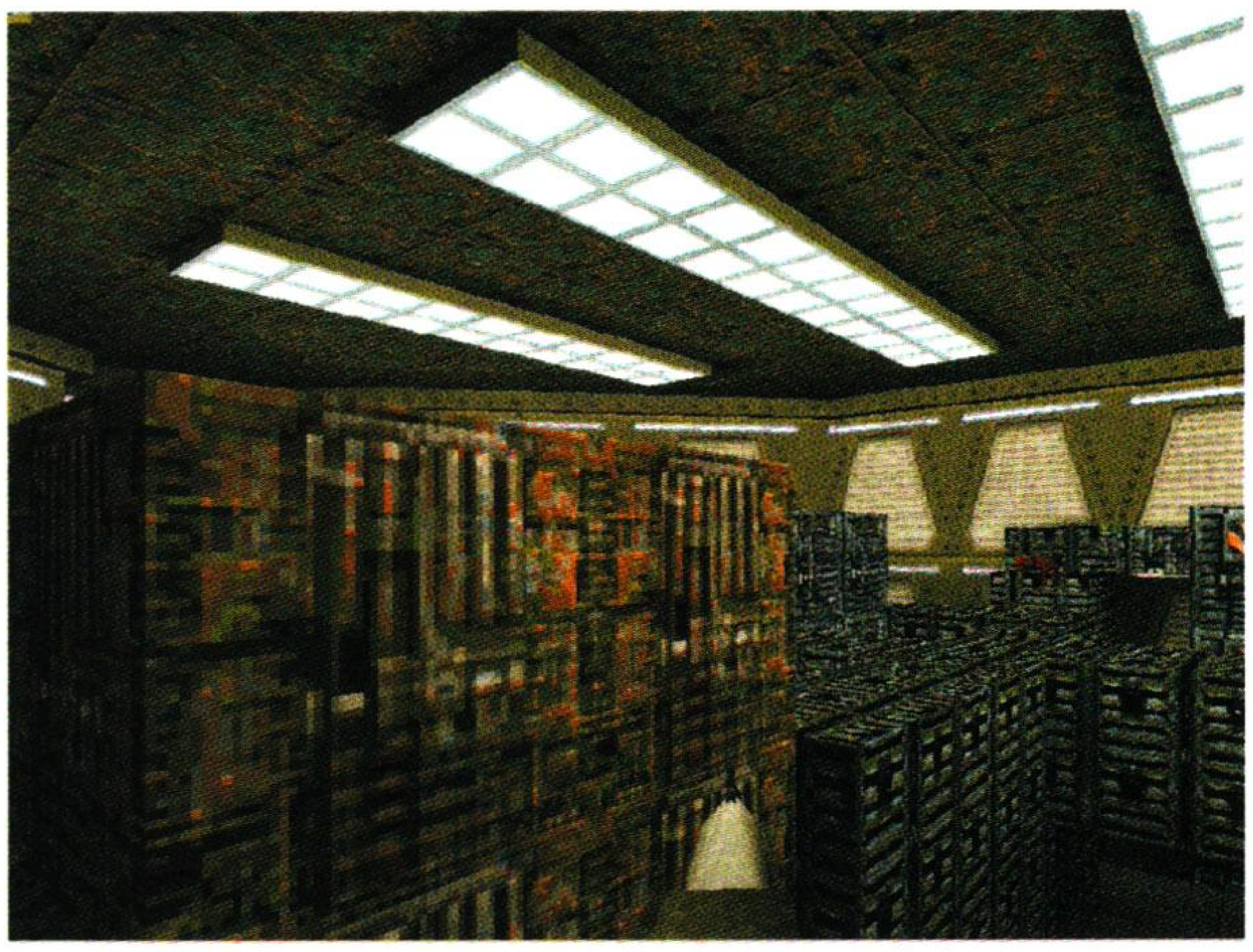
fires a lot quicker. All of the gore of the aforementioned weapon, but this time it's actually very damaging.

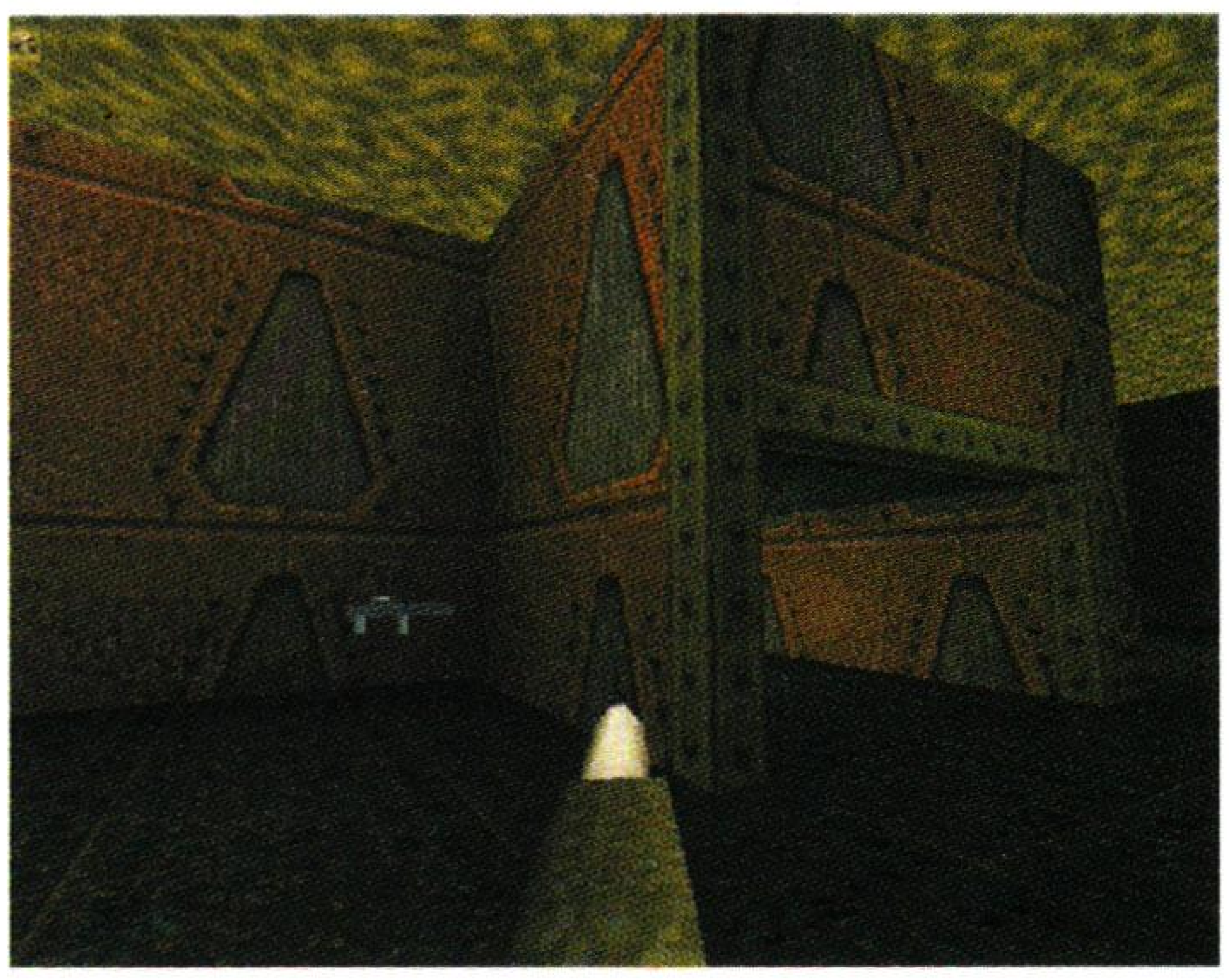
5. Grenade Launcher
This is where the fun begins. The Launcher fires off a rocket which you can ricochet off walls. After a short while it then explodes (although it does the business on contact with your foe too). Most amusing indeed and great for firing down on a hapless foe from above.

6. Rocket Launcher
Very similar indeed to the Doom equivalent, but cooler looking. However, this Launcher is far easier to target and to be honest, it is perhaps a bit too cheesy.



THE MONSTERS

One of the biggest criticisms from eager Quake players to the test release was the fact that it was DeathMatch only, meaning that there were no monster for solo-players to shoot at. **MAXIMUM** agrees that it is something of a shame that no non-human participants have been included, because in actual fact, they are in the code of the game.

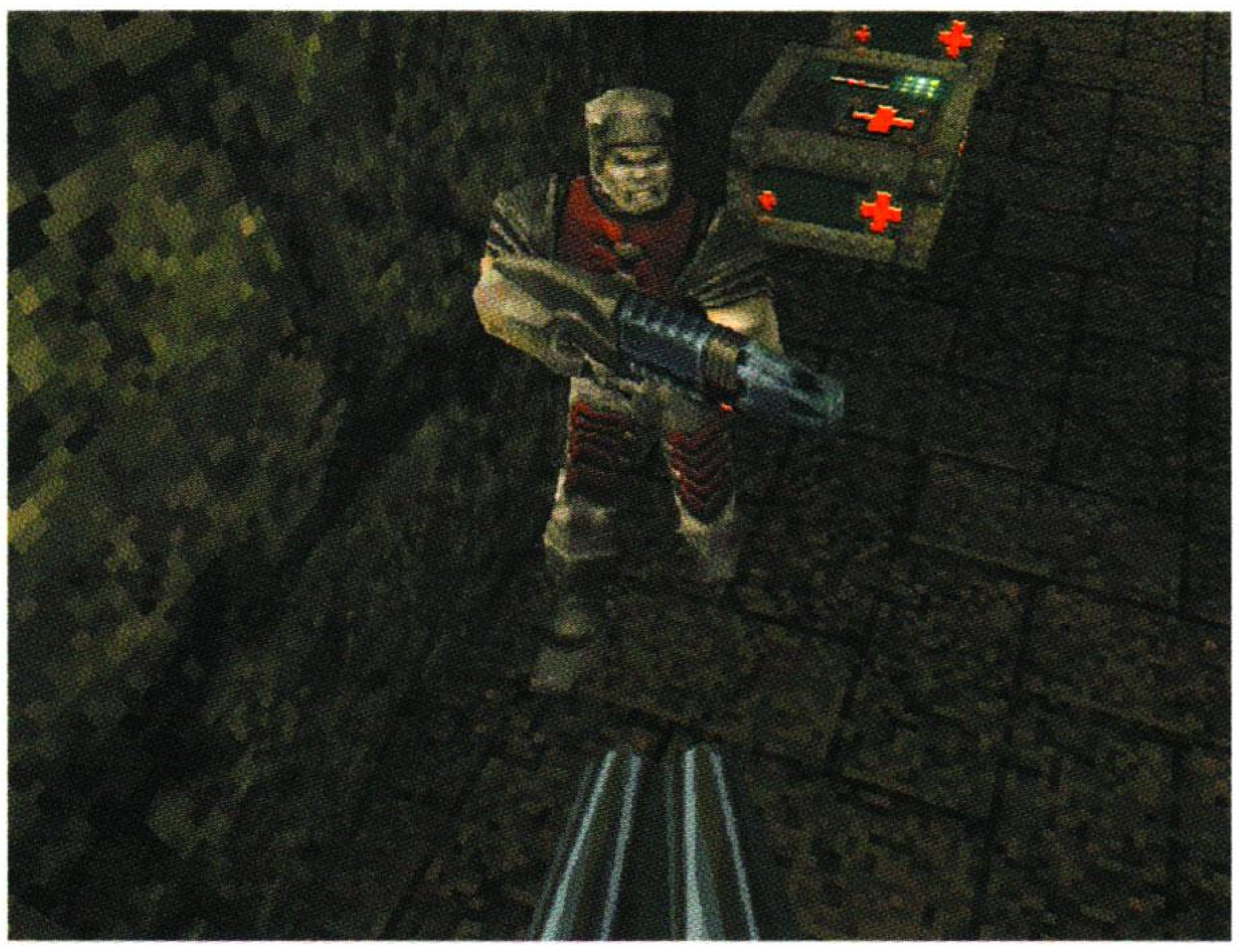


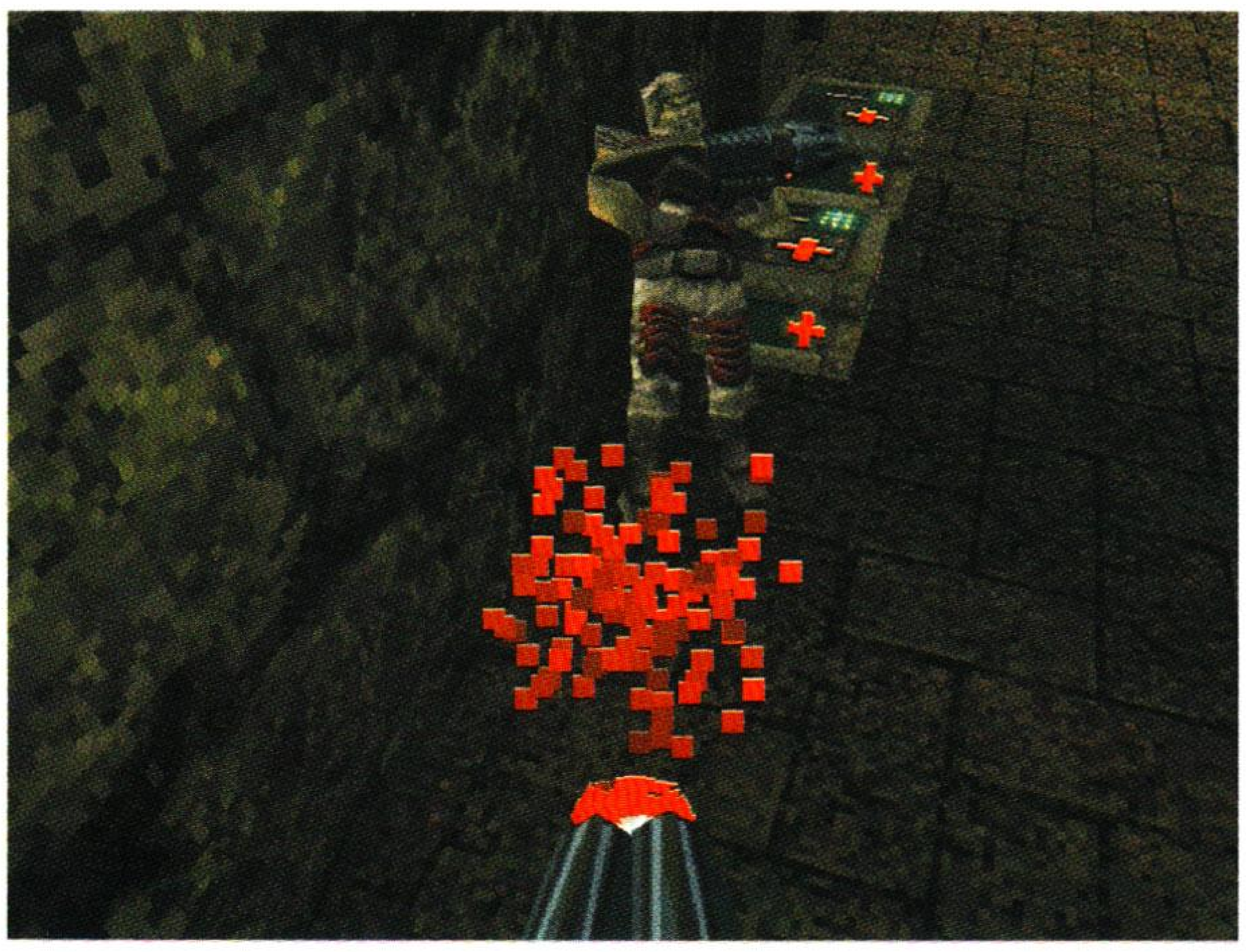
Of course, it didn't take long before the first Internet hacks appeared which allowed you to add your own monsters to the game. Which **MAXIMUM** will add, is extremely useful for taking screenshots.

So what can you expect to see? Knights and ogres where revealed in **MAXIMUM** issue #2. The former beings run at you at great speed, hacking you to bits. The ogres are great, armed with Nail guns of their own, along with huge clubs. The dragon is still in there, along with a Cacodemon-style wizard, which floats in the air, lobbing fireballs at you (cunning players can guide the fireballs into nearby walls, causing the wizards to commit suicide).

Dangerous fish are scheduled to appear in the underwater sections, whilst further meanies programmed in include zombies and demons of various descriptions. What is really cool is that the DeathMatch physics (impacts, explosions of body parts, tons of blood) apply to the creatures as well. Let there be no doubt. Quake is going to be *big*. If Doom was worth buying a 486 DX2/66 for, Quake will have you running for Pentium territory.

FIVE NEW WEAPONS DEBUT IN THE DEATHMATCH TEST VERSION OF QUAKE! LIGHTNING GUN AND CHAIN LIGHTNING GUN PROMISED FOR THE FINISHED EDITION!





ID SPEAK!

id has always enjoyed a close relationship with gamers on the Internet and this culminated in a gargantuan Q+A session with id answering hundreds of questions from rabid fans. **MAXIMUM** has got hold of this and trimmed it down, putting everything into sections for ease of digestion. For everything you want to know Quake-related, read on, but remember id's disclaimer: "All of the stuff you read here could be a TOTAL LIE. I am not going to be held liable for misinforming millions of people. I just work here."

GAMEPLAY

Question Will Quake still be medieval as planned?
Answer Yes. The architecture will remain the same, but we are planning on some new stuff. Not saying what yet though.

Q Also, Romero mentioned looking up and down was a lot easier in Quake than it was in Heretic.
A Yes, it will be. There will be more automatic looking up and down which means that you will not have to worry about doing it yourself. This will not interfere with gameplay though.

Q How does the character's speed/control compare to DOOM? Will we still be able to mouse-flick 180 degrees and strafe-run etc?
A Hell yes. Do you really think that we would let the keyboard lamers play the same game as those who know the *right* way to play?!

Q How many levels will the shareware version of Quake be?
A Same as DOOM.

Q Will there be flying in Quake? If so, will it be controlled like Heretic/Hexen (fly up/down) or like Descent (fly where you point)?
A There will be a lot of tossing and involuntary leaving the ground... But there probably won't be any sustained flying.

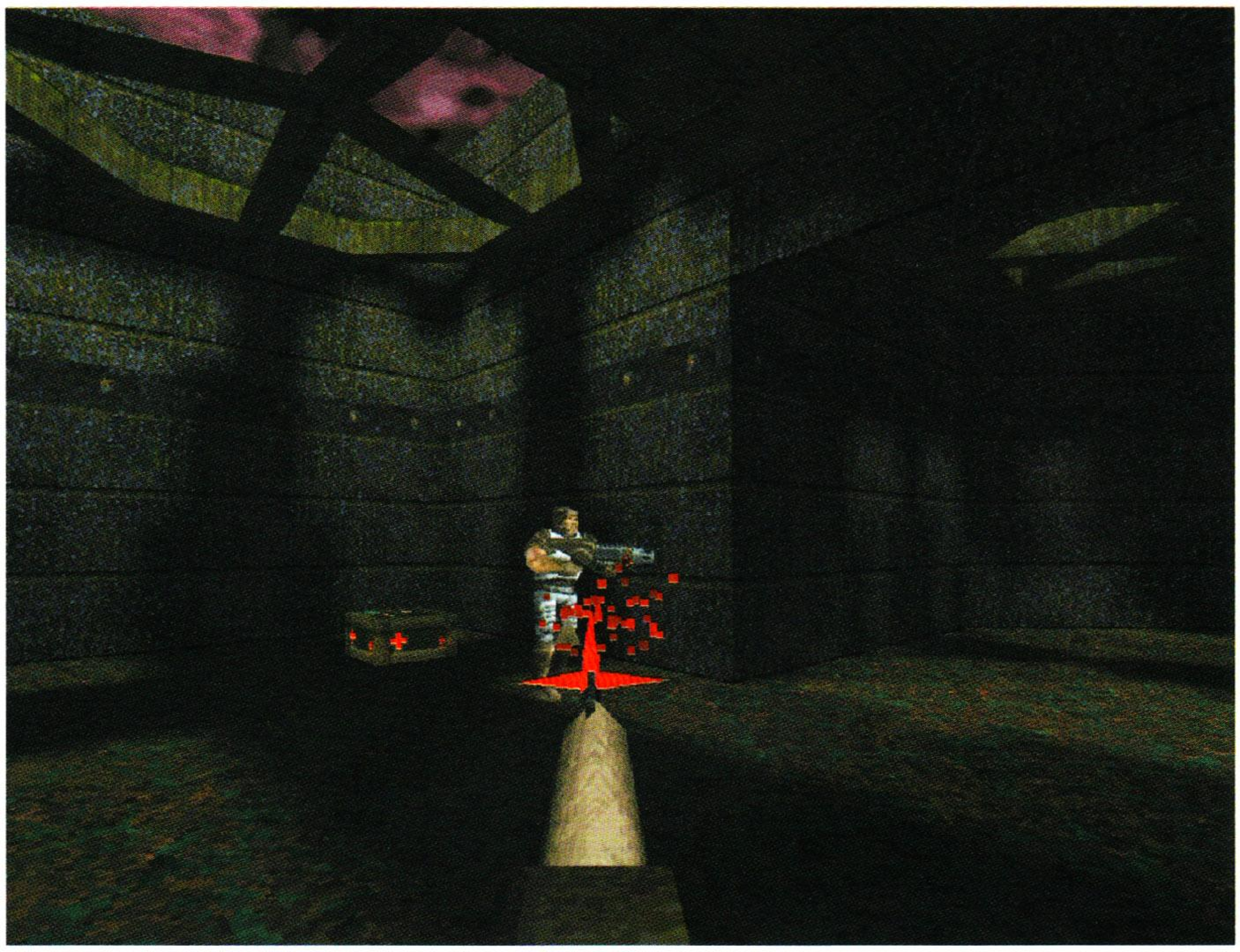
Q What about monster AI, will it be slimmed down to near-DOOM levels to up speed in other areas?
A Monster AI will be much cooler than DOOM AI. Already is.

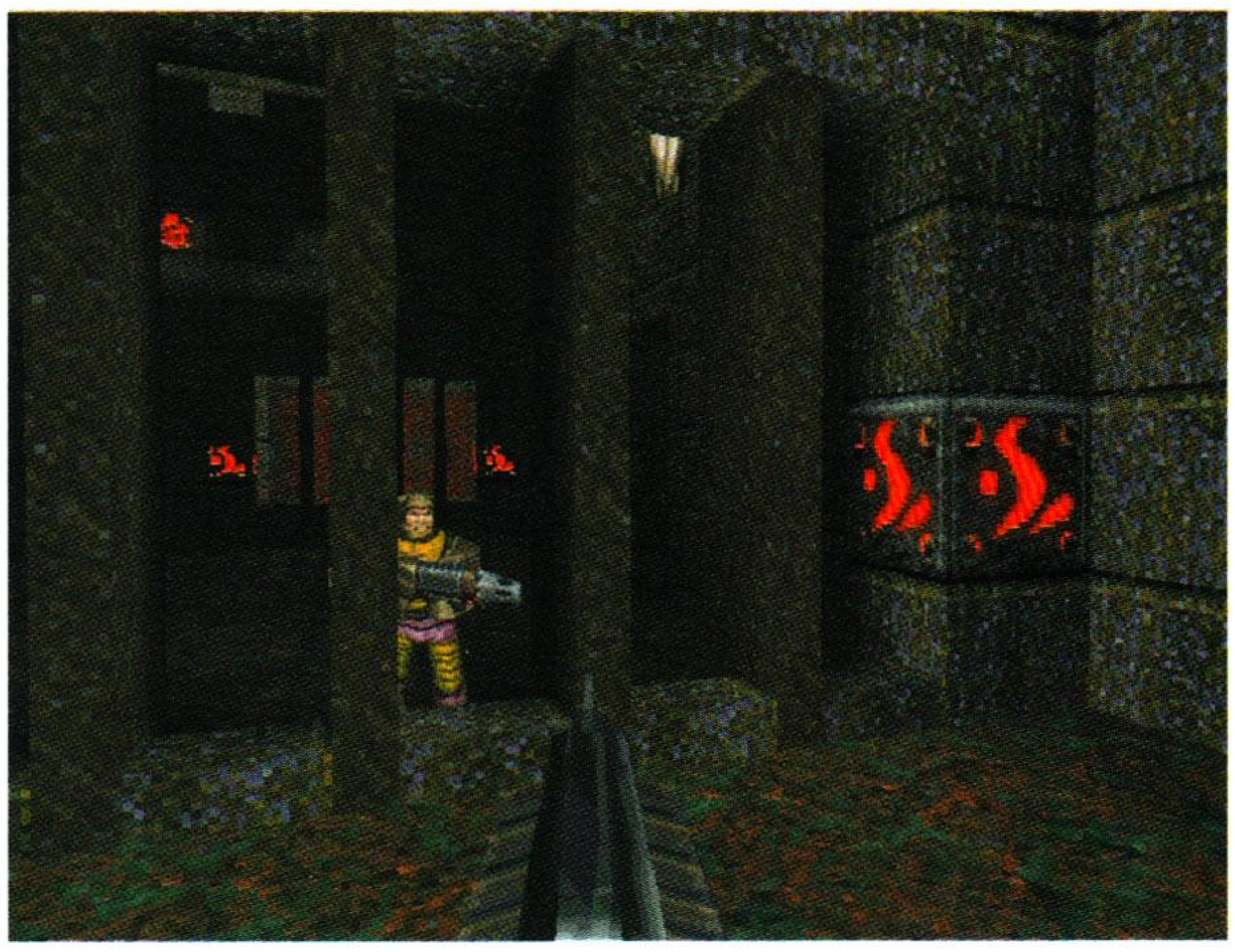
Q Can walls be damaged or destroyed during combat?
A No.

Q Will it be possible to kill enemies, gain experience for that, and thus grow in power and hit points?
A This is something that will be possible in DeathMatch, but we are not thinking about doing in the actual game. We will see.

Q Will it be possible to hide in the shadows of a corner and thus jump an enemy from behind and crush his skull in?
A Yes.

Q You said that characters show damage on specific body parts but will it impair them? Would a wounded leg decrease running





TRICKS AND TRAPS
Level two shows off the devious nature of Quake. In this stage you can open up the floor beneath your foe and drop them into the lava. Most gratifying indeed.

THE MULTI-PLAYER ACTION IS UNPARALLELED! HAVE YOUR FRIENDS GUNNED DOWN LIKE PIGS! MORE BLOOD AND GORE THAN YOU CAN POSSIBLY HANDLE! QUAKE IS MOST IMPRESSIVE INDEED!

speed?
A We are thinking about this, but we are not sure if we like the idea or not yet. We will try it out and if it is cool it will stay, if not it will end up in some other companies game.

Q When 3D characters were used in games like Fade to Black and Alone in the Dark, player control was compromised because the character could not stop on a dime, if he was in the middle of a step, he would complete his step first. What is Quake's position on this?
A We have always hated shit like that and we will not allow something that "looks cool" to destroy the overall fun of the game.

Q Will all player characters essentially be the same, or will there be different types as in Hexen?
A The same.

Q What actions can be performed? For example: running, climbing, rolling, crouching, jumping, leaning...
A Right now there is jumping and leaning... there will be climbing (maybe).
Q I know that heads can be cut off, what about arms, legs, torsos?
A Depends on the creature you are attacking. Basically you cannot do this all the time to all creatures (too many frames) but we are going to make sure you can do this sometimes.

Q I can't wait to see the swimming.. can you drown?
A We are still working on this. I do not think we will have drowning, but there will be some cool things happening when you kill a person in the water. (bodies float to the surface etc...)

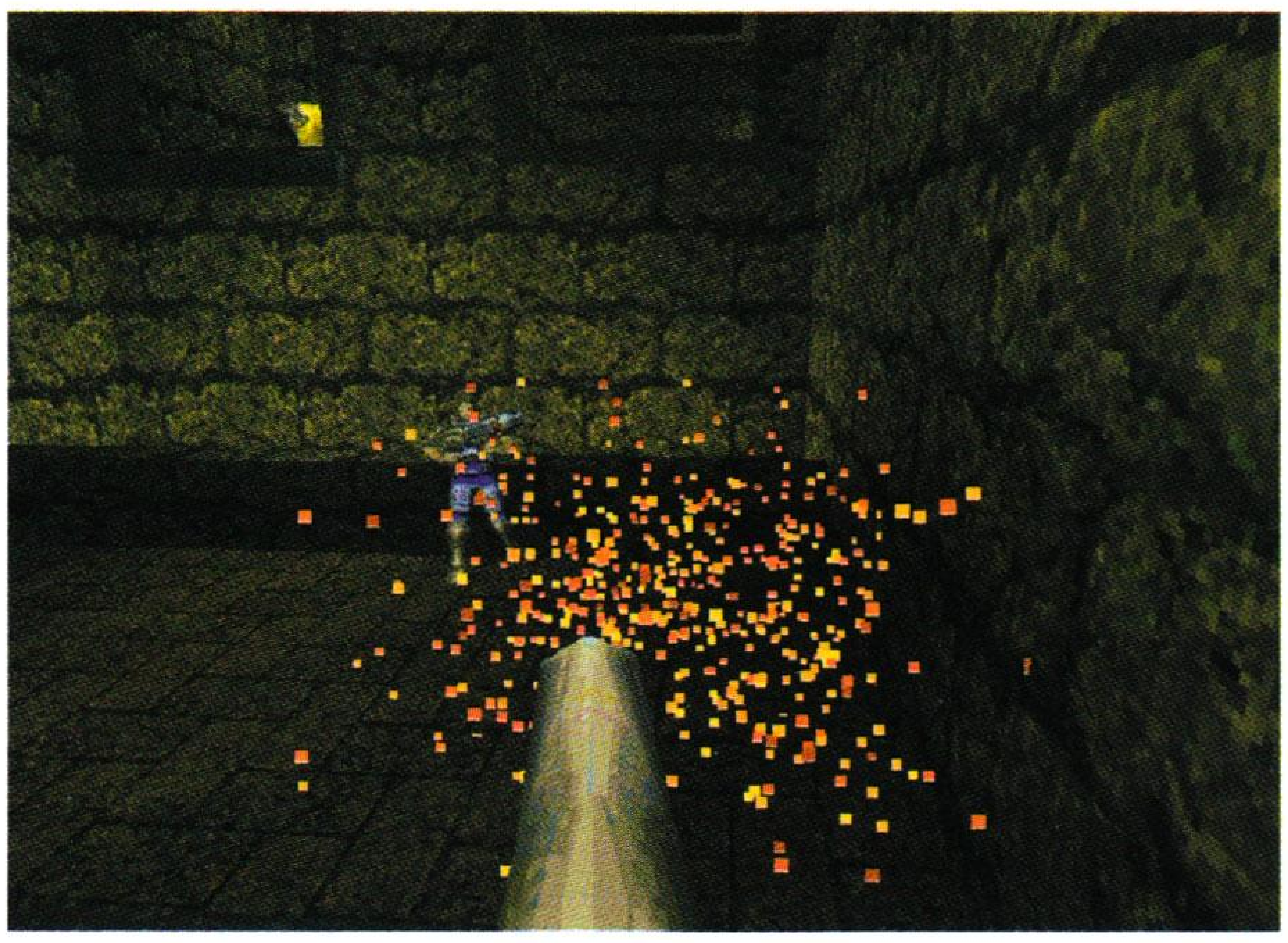
Q Still able to sacrifice to the Daemons???
A Of course.

Q Will there be Day and Night? Weather effects?
A Probably not... but we will see.

DEATHMATCH

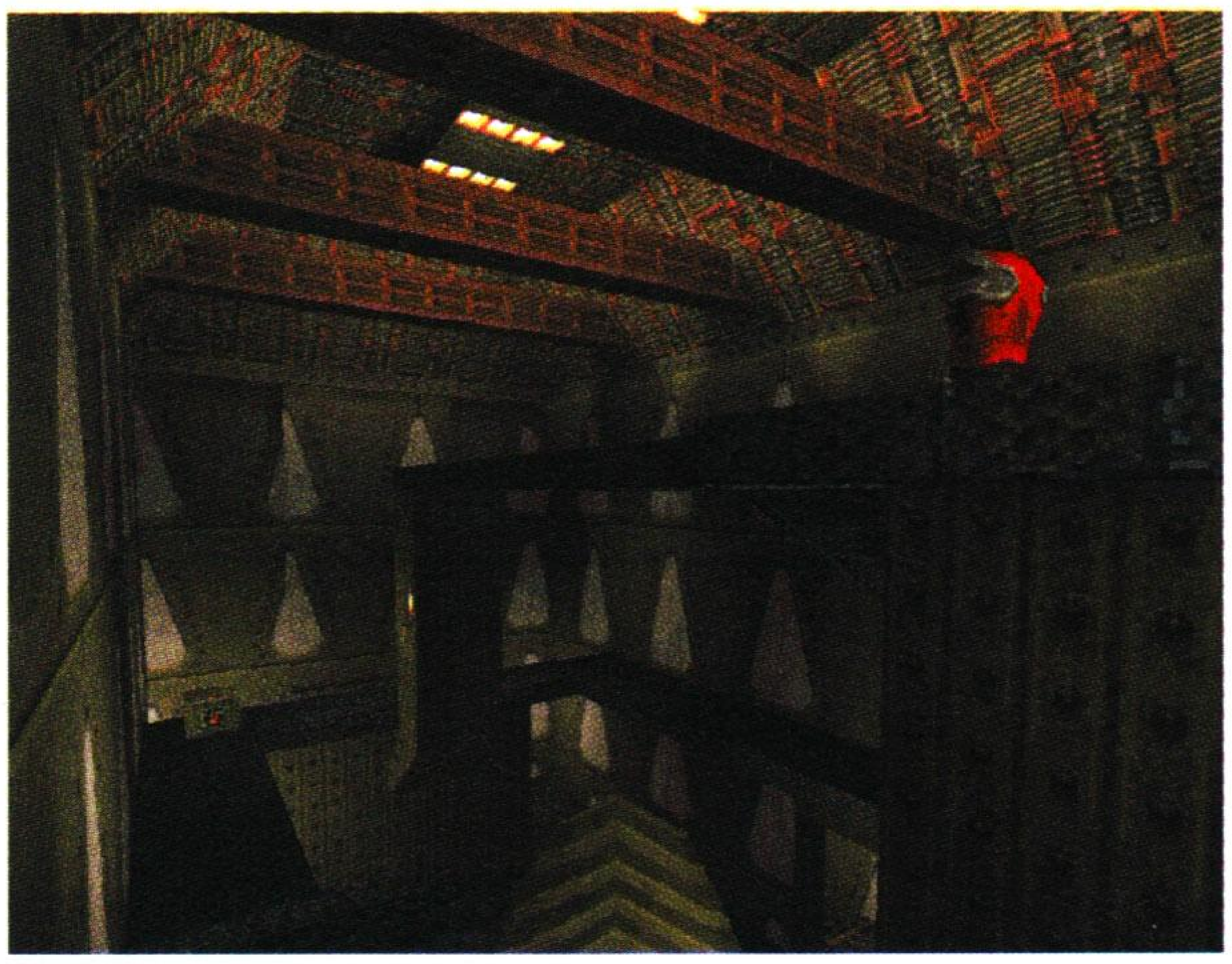
Q This is probably a stupid question, but will I be able to play Quake over a regular modem with a friend, without a server/client deal?
A I will do some explaining for those of you who do understand how this is going to work. The client is the machine that you will be playing the game on. It is the machine that all the graphics get drawn by, and all your input goes into. The server is the machine that takes care of all the difficult computations needed in order to create realistic environments like the ones in Quake. When running Quake on one PC you are actually running both the client and the server on the same machine. There are a few different combinations that Quake will allow when it comes to this though... you could 1) play single player with the client on one machine and the server on another. 2) play multiplayer with the clients on different machines all over the place and the server on a separate machine or 3) play multiplayer with the server running on one of the machines that is also being used as a client. In effect, one of the guys is going to use his machine as the server for everyone else (including himself) and the client for himself. So... in your situation you could do this two ways: 1) you could set up the server for the game and your client on your machine and have your friend call you or 2) you guys could set up a separate machine with two modems in it and you both call it to play. (there are other combinations but I think you get the idea.)

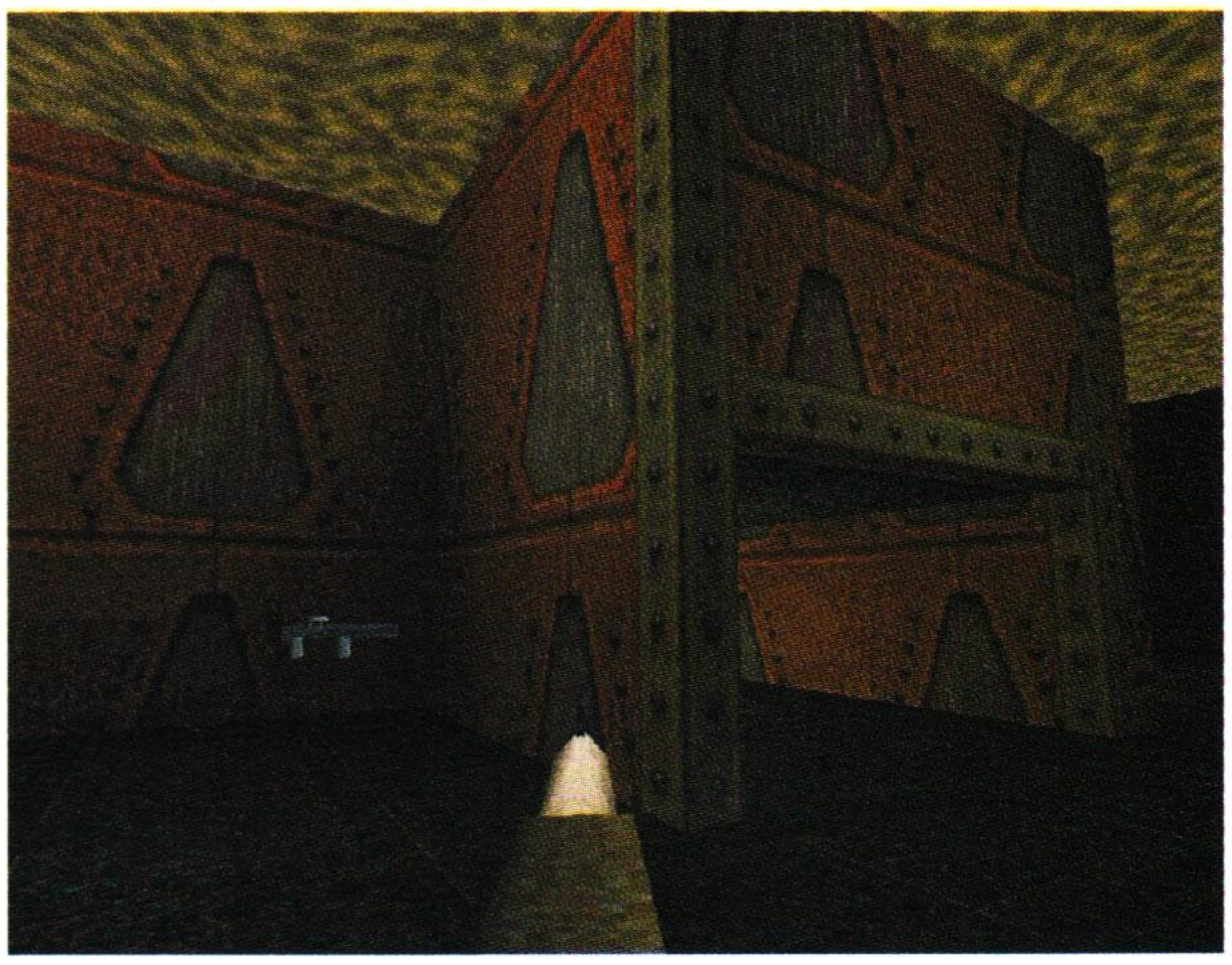
Q Any major differences between Quake and DOOM DeathMatch, besides free coming and going from games?
A Well, these things could change... but right now when you kill someone who is carrying rockets he might explode and take you with him... Also, when you kill someone they



IMPACT!
The Grenade and Rocket launchers provide the most satisfying pyrotechnics and the real-life physics result in opponents flying all over the place (in gory pieces!)

LOOK AT THAT
Map three shows off the multiple-level 3D to great effect. A highly placed armour kit is the prize, but getting to it leaves you open to attack from below.





THE THIRD LEVEL IS GRAPHICALLY THE MOST AMBITIOUS! QUAKE CODE CURRENTLY UNOPTIMISED - PENTIUM-LEVEL PCs ARE REQUIRED FOR THE FULL EFFECT!

dump all the ammo they were carrying. There are more, but we are not going to get into it right now.

Q Also, will there be more deathmatch "modes", such as team games like capture the flag or team wars?
A Yes, and it will be very easy for the person running the server to program these games.
Q Also, since Quake will supposedly offer the ability to play with many many people on one map, how will individuals be differentiated?
You will be able to use different "skins" so that you could have a huge dragon on the front of your guy etc...

Q How will the differentiating of other Quake players in deathmatch be incorporated?Will we have a character editor for the DM?
A They will be different colors, or they will have a new skin. You can edit the skins with any paint program that will load .lbms.

Q By customizing my character's 'skin' with a wall texture, will I be able to hide (in a chameleon like way) by just standing still against a like wall (and then pop out and kill the f%&ker)?
A Uh... yeah... I had not thought of that one. You guys suck. I can just see it now... a bunch of dorks running around the levels in "wall texture camo" going "Where is everybody?!"

Q Does Quake incorporate traps and puzzles to allow allow unarmed players to overcome armed opponents by using their wits and stealth?
A No, there is no violence in that now is there?

Q Are we still going to be able to play peer-to-peer deathmatch games?
A Yes, you would just run the server on one of the machines that you are using... that machine would act as client to itself. [This is essentially how we tested it - **MAXIMUM**]
Q Also, will it be possible to QUICKLY kill people (one shot in the back, point blank)? Will there be body part-specific damage?
A Yes and yes.

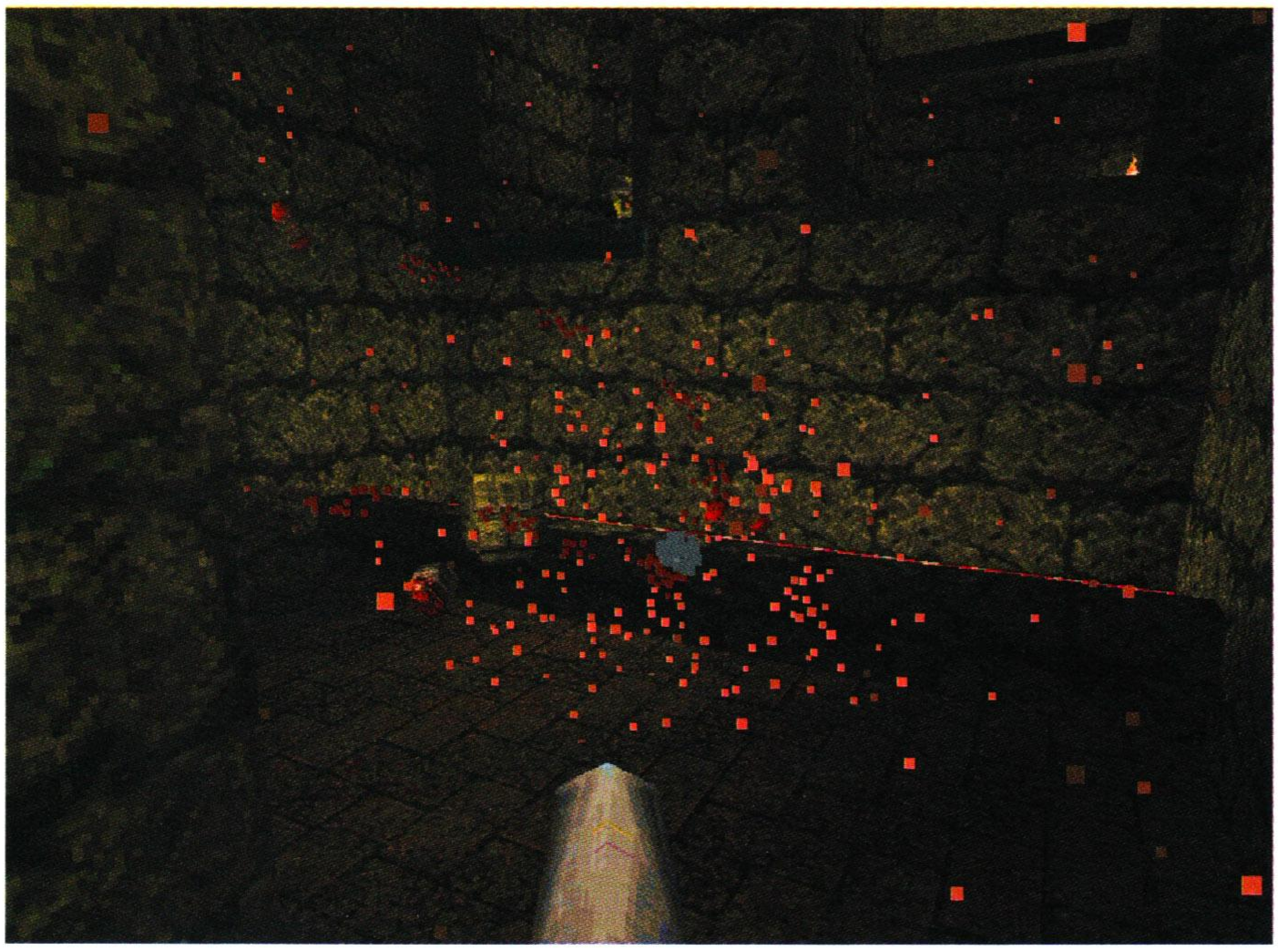
Q Will you be able to tell what weapons/armour/artifacts a guy is carrying (before he gets a chance to use them)?
A Yes.

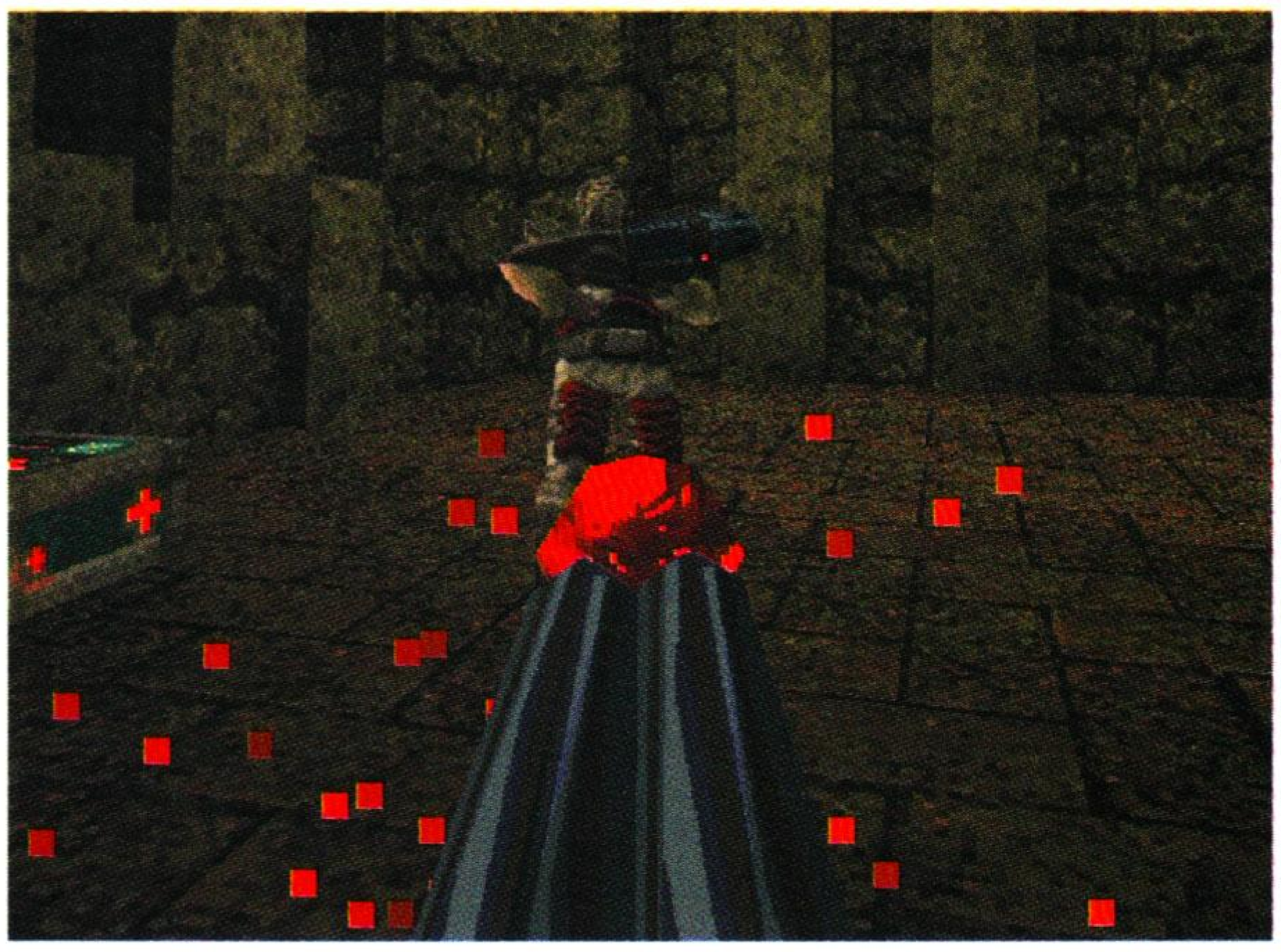
Q Can damage be inflicted to certain areas of the body? For example, if I hit someone in the left shoulder, will they be knocked back in that area? Will they bleed from that area?
A Yes, they will show the damage in the area where you hit them.

Q Will "Quake" be a DOOM-like slugfest or will you (and them) be harder to kill then just one blast?
A Come on. Do you want to *wait* to kill someone by pounding on them with a stick for a while... or do you want to shove a shotgun under their chin and watch their brains hit the ceiling?! Slugfest.

Q Is it possible to dismember enemies? For example, if I don't like someone's head (or other

DEATH!
As you die, entrails fly everywhere - depending on how violent your death was. Once dead, you can witness your foe run off (below) from a very bizarre angle.

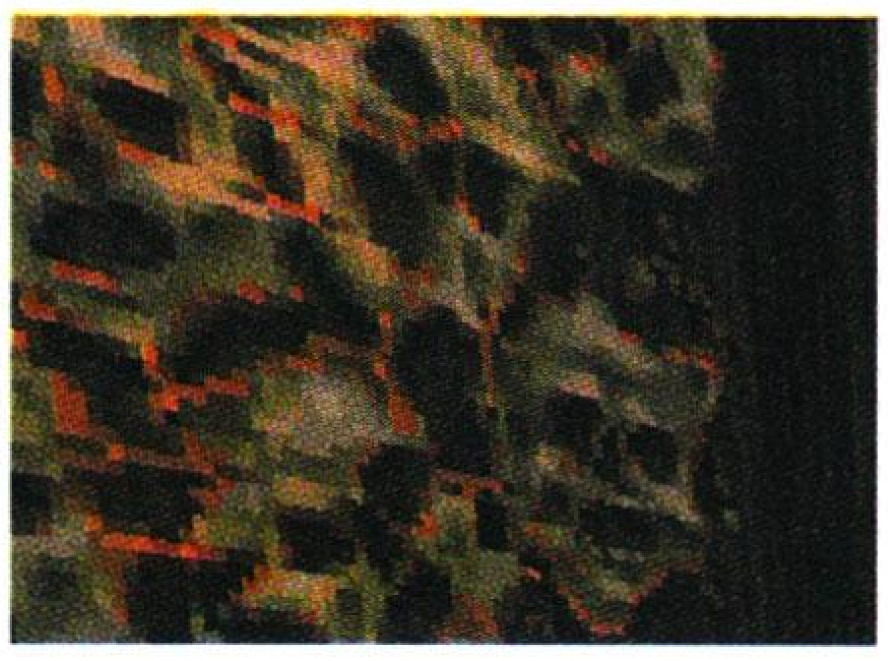




POLYGON PLAYERS
Every object (including the monsters and other players) are fully rendered 3D objects, unlike the scaled sprites evident in games using the Doom engine.

portion of their physionomy) can I cut it off?
A Yes.

Q Can you move, pile up, or stand on top of dead bodies?
A Yes, these things are already in there and quite funny.



Q On the experience part I just wanted to add that it would be nice to be able to save a character and play with him throughout the gamer's Quake experience.
A This is something that we intend to have in there. It will be very cool when playing with persistent servers.

Q Please, oh please, can you give us to ability to eat a slain opponent, thereby gaining health & maybe his magic power?
A Trent already did some good bone crunch/gut rip sounds that we are planing to use just for this. Who cares if it helps your health or not... it will be fun to kill someone and then take a bite out of their face for good measure.

Q Can you aim your weapon to a specific body part. Like aim for an knights weapon arm. Or are you stuck with a top right to bottom left swing (assuming close combat weapons)?
A This is DeathMatch, if you spend that much time trying to hit somewhere specific you will be dead.

Q Anyway, you mentioned that in Quake you WOULD be able to get experience for killing other people. Does this mean that you could just beat up on newbies all day and end up strong enough to beat a better player?
A No, you get points based on the skill of the guy you just killed. Newbies would give you little or no points depending on how the server was set up... and some servers can be set up not to allow newbies or American-Like-God players on in order to keep things fair.

Q I loved the fact that you could drink the blood in Wolf3d when you were under 10% health, will there be any sort of pools of blood around dead bodies in which you could do the same in Quake? Or will there be any other vampiric elements in it?
A I am working on some vampiric weapons right now. We will see how they work out.

TECHNICAL ISSUES

Q Will there be fog in Quake?
A Not in Quake. Next game.

Q Will Quake have any moving light sources?
A No. The engine is not set up for things like this.

Q Could you tell us a little bit more about how the character animations are done?
A Kevin Cloud created monsters/characters with Alias and then animates them and generates frames. The frames are then played back in the QuakeC code whenever the character attacks/moves etc...

Q Will ammunition be a light source (eg fire a rocket and it lights up the corridor as it flies)?
A No.

Q Are your 3D polygon character models as detailed as the models in Triton's Into the Shadows?
A They are pretty detailed. ITS and Quake are two totally different types of games though... it is not fair to either product to make these comparisons.

Q I know you've said there will be no shadows from the characters, but come on, if Into the Shadows can manage multiple shadows, Why not Quake?
A See above.

Q Have you seen the Into the Shadows demo of the 4 polygon-texture-mapped characters and how does it compare to Quake?
A Stop sending us shit about ITS. Yes, we have seen the demo, yes it was cool, no we don't give a shit about it. Quake will rule. There is no comparison between these two games. Besides, no one has even seen anything more than the ITS demo, and there is no telling what the actual game will be like. The same goes for Quake. Let's start comparing them when they are out.

Q Is the target hardware still 486 DX/2 66 with 8mb and non 3d video card? If so, at what resolution will it be running?
A It does run on this, but you have to size the screen down a little bit. We are still working on getting the speed up, even though it is running very fast right now anyway.

THE PLAYSTATION VERSION

Q Is id still planning on doing a Sony PlayStation version...and will you consider supporting dial-up with that version?
A We would like to but we cannot make any promises this early.

Q Will this version be a cool as the PC version?
A Well, no. But it will be worth playing.

Q Will DeathMatch play be possible?
A Yes.

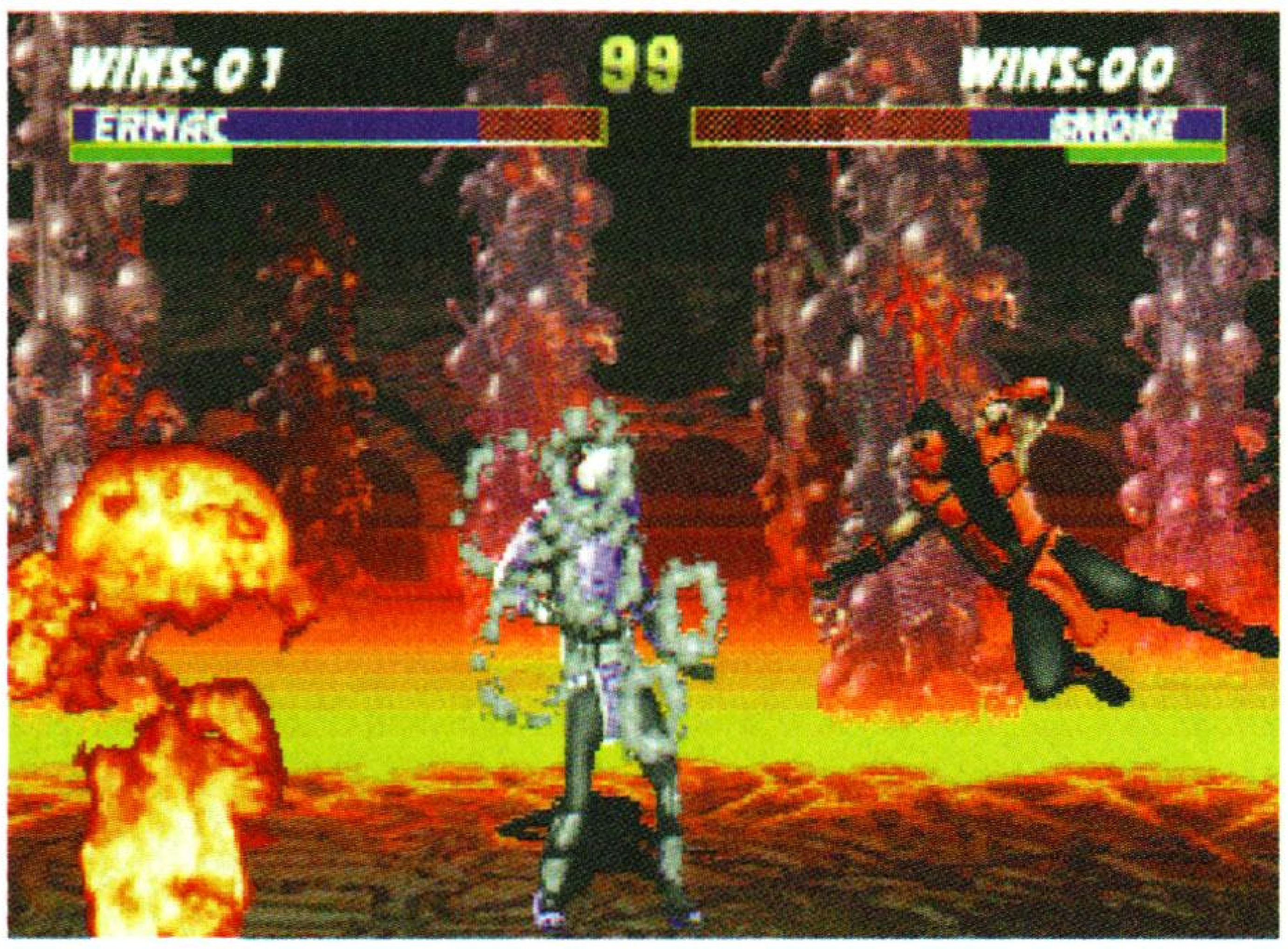
Q Will it be released within a reasonable time of the PC version?
A Hopefully.

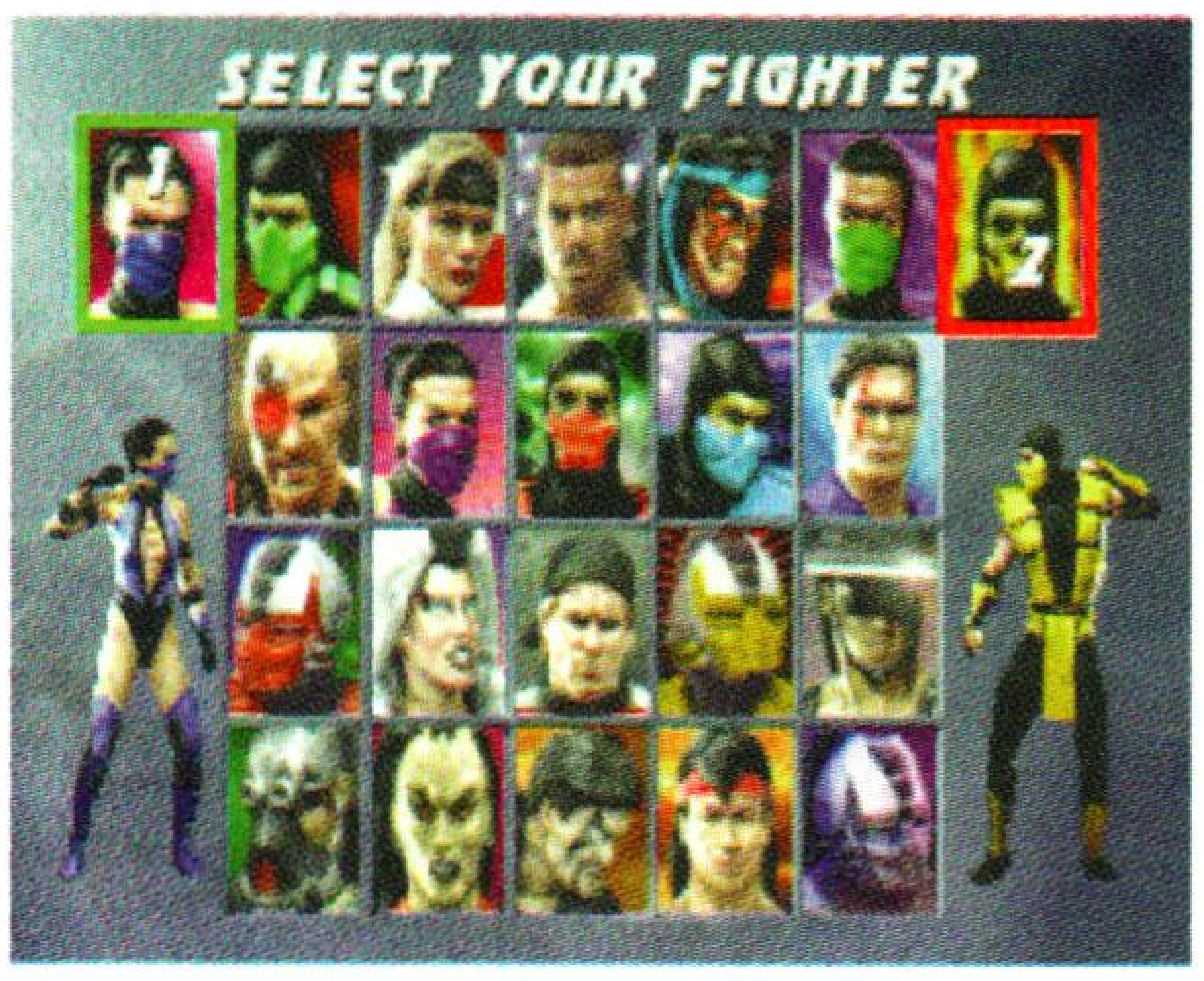
ONLY THREE LEVELS RELEASED SO FAR IN THE SPECIAL TEST VERSION!
LEVEL EDITORS AND MUCH MORE PROMISED TO COINCIDE WITH THE RELEASE OF THE SHAREWARE GAME!

FLAWLESS VICTORY

ULTIMATE MORTAL KOMBAT 3

While not many people pretend that the Mortal Kombat games are anywhere near as advanced gameplay-wise as the Street Fighter games, they have always had a massive following. Until now, the best home version available was disappointing PlayStation MK3, but that looks set to change with GT's conversion of the upgraded arcade game - "Ultimate" Mortal Kombat 3. And it's on the Saturn.





The Mortal Kombat series has advanced greatly with each new game, and that is particularly apparent when playing the original. The dodgy-looking characters had only a handful of special attacks differing them from one another, meaning that the only reason for playing the game was the blood and the controversial "Fatalities". When Mortal Kombat 2 was released, fans of the original (as well as lots of new converts) went loopy over the enhancements in gameplay, the improved graphics and sound, and the injection of a sense of humour. Also, the game contained so many hidden features that it took many months for even the live-in arcade freaks to uncover all of the secrets. Because of the success of MK2 (mainly in the US), the main designers - Ed Boon and John Tobias - spent a long time creating the sequel, only to have it released to strongly mixed views. The addition of a new combo system (similar to the "Chain" combos in NightWarriors or Street Fighter Alpha, and the combos in Killer Instinct), changed the entire way that the game was played and, as such, it didn't cause such a storm in the arcades as MK2. Even still, the game was a success by anyone's standards, and was followed up by an upgrade at the end of 1995 - Ultimate Mortal Kombat 3.

ULTIMATE
MORTAL KOMBAT
MIDWAY

A PERFECT CONVERSION?

The Sega Saturn conversion of Ultimate Mortal Kombat 3 has been coded by British team Eurocom. This is their first Saturn product and it would appear that they have exceeded expectations with a conversion closer than Williams' own PlayStation game...

Chortle at the hilarious Friendships! Guffaw at the amusing Babalities! Snigger at the jocular Animalities! Scream with terror at the mentally disturbing Fatalities!

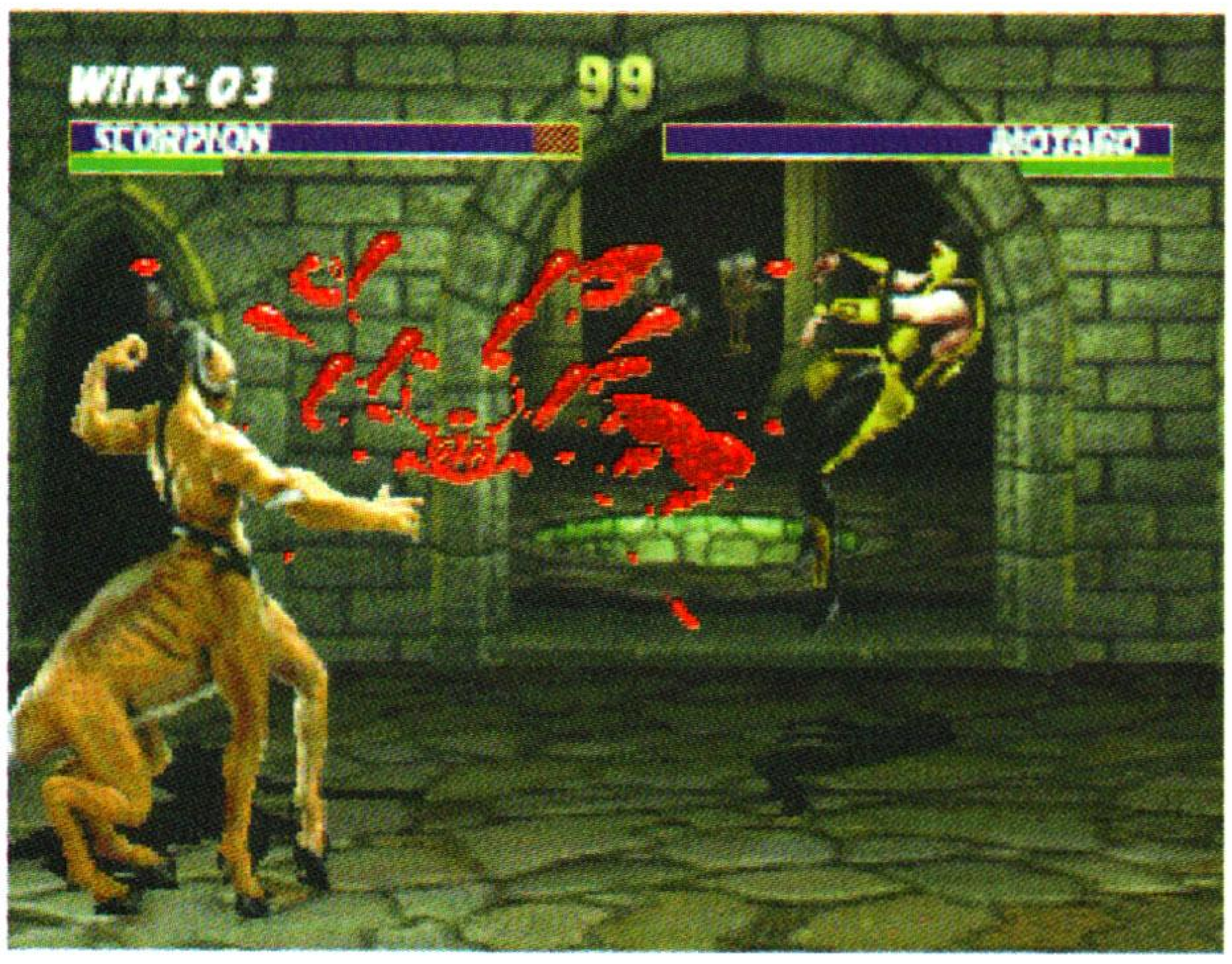
FATALITY

The MK series has always amused people with its "Fatality" moves. Rather than using any skill, you enter a code of direction and button presses and behold the hilarious effects.

The most noticeable enhancement is the inclusion of four extra fighters rounded up from previous games in the series - Kitana (a playable character in MK2); Reptile (a hidden character in MK1 and a playable character in MK2); Jade (a hidden character in MK2); and Scorpion (a playable character in MK1 and MK2). As well as these four characters, there are three hidden playable characters, only accessible with the secret "Ultimate Kombat Kodes". These are Mileena (a playable character in MK2); Ermac (a strongly rumoured character who turned out to be just an error message); and Sub Zero (the MK2 ninja version, who is actually the father of the regular Sub Zero).

There are also new backgrounds to go with the new fighters, ranging from a desert featuring Cyrax (still trapped from his ending in MK3), to a lava-filled cave which doubles as a "Pit", enabling you to finish opponents by thumping them into the boiling lava pool. All of the original backgrounds remain, as does the ability to uppercut foes hard enough that they go through the roof and onto a new stage.

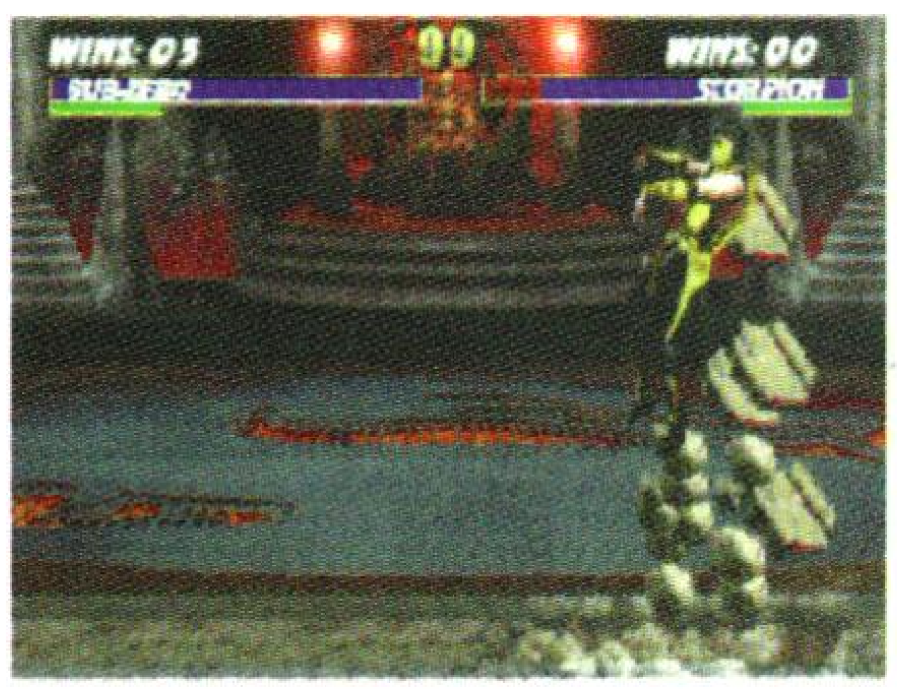
The old characters have also been altered slightly to improve the balance of the fighters. Even though we're not fans of the game here at MAXIMUM, we do have resident experts on the game who have discovered many subtle differences, a few of which are detailed forthwith. Two of the characters benefit from entirely new special moves - Stryker can now use his machine gun to attack;



ULTIMATE
MORTAL KOMBAT
MIDWAY

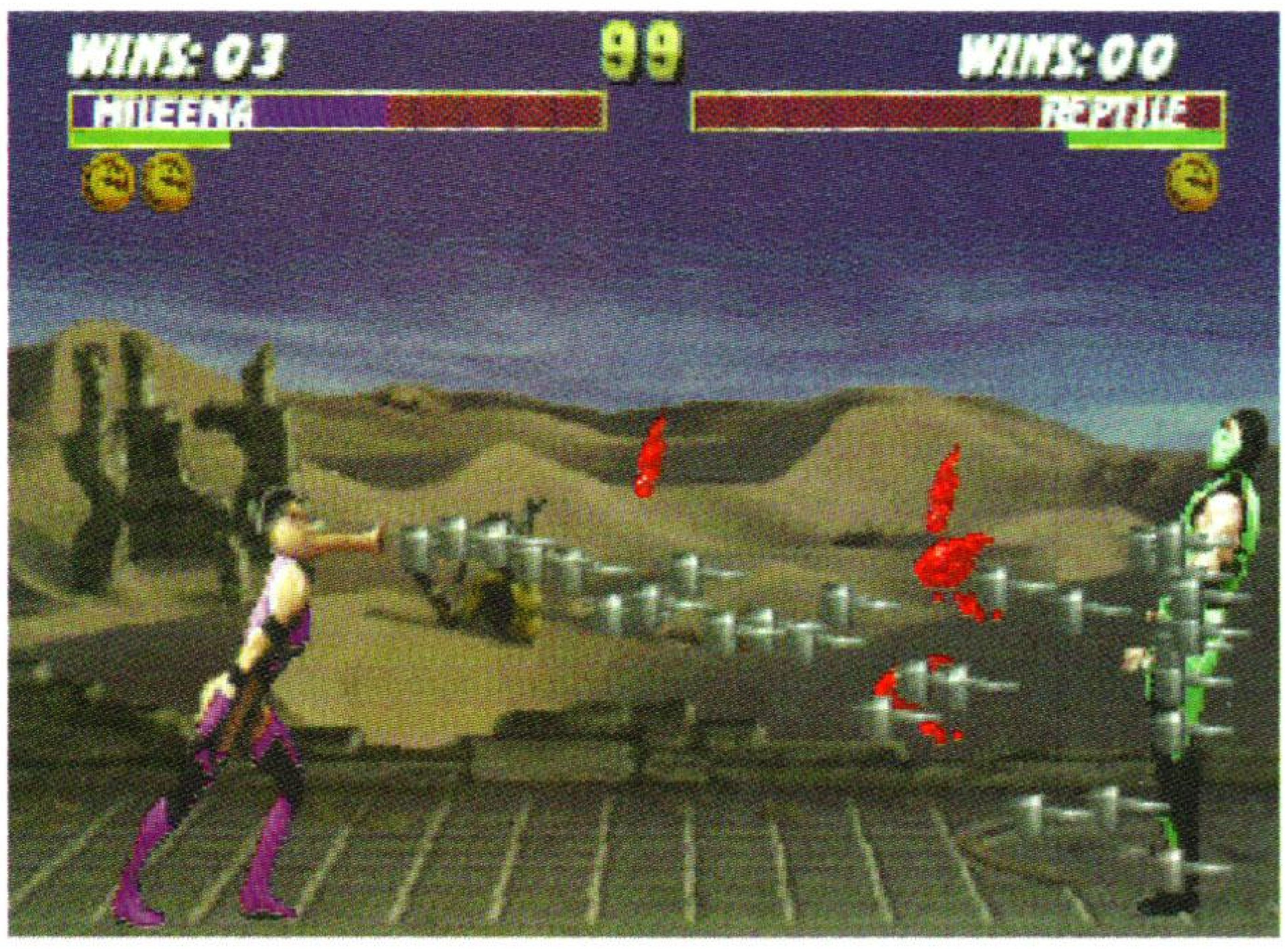
WINS: 00
99
KITANA
SHAO KAHN

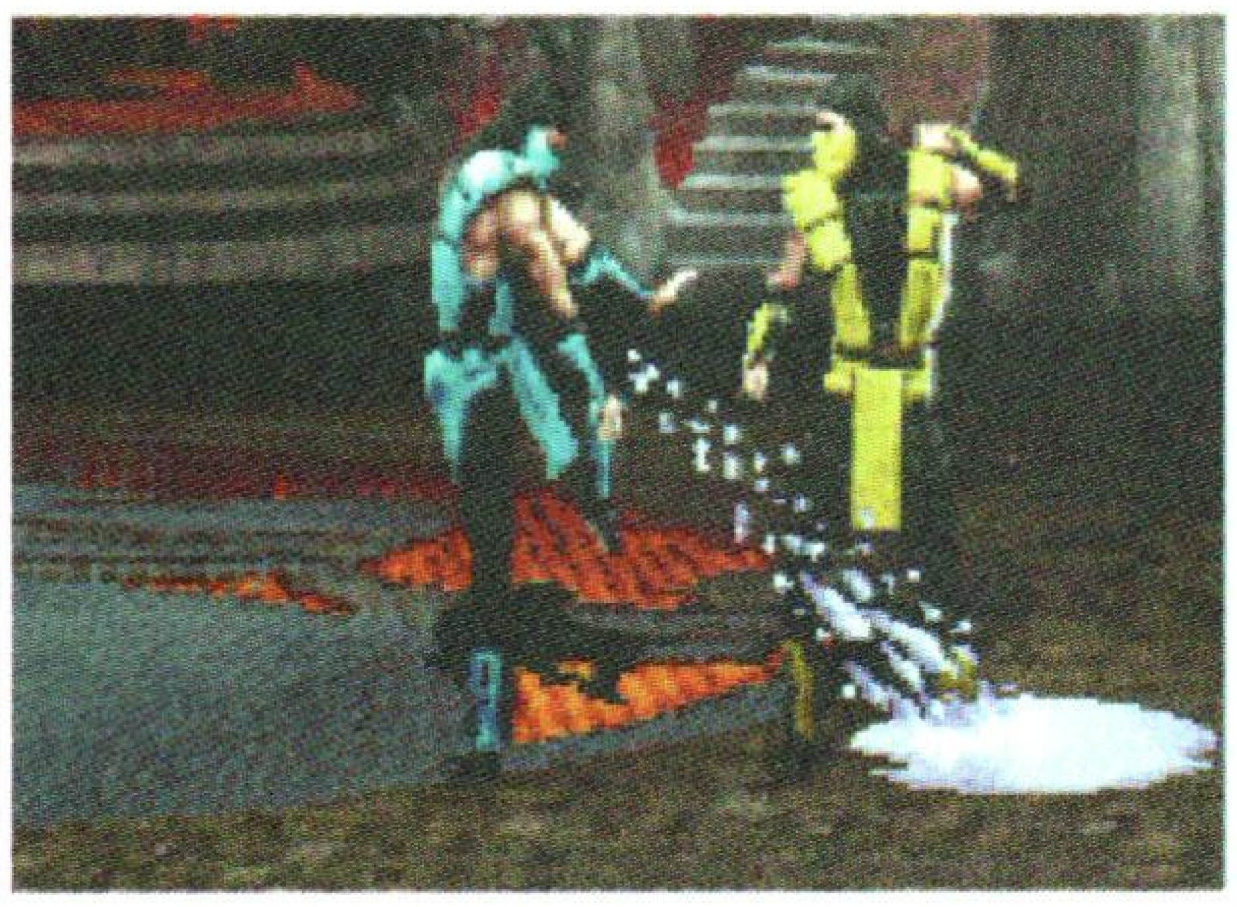
WINS: 01
99
SUB-ZERO
SHANG TSUNG
7 HITS
40% DAMAGE

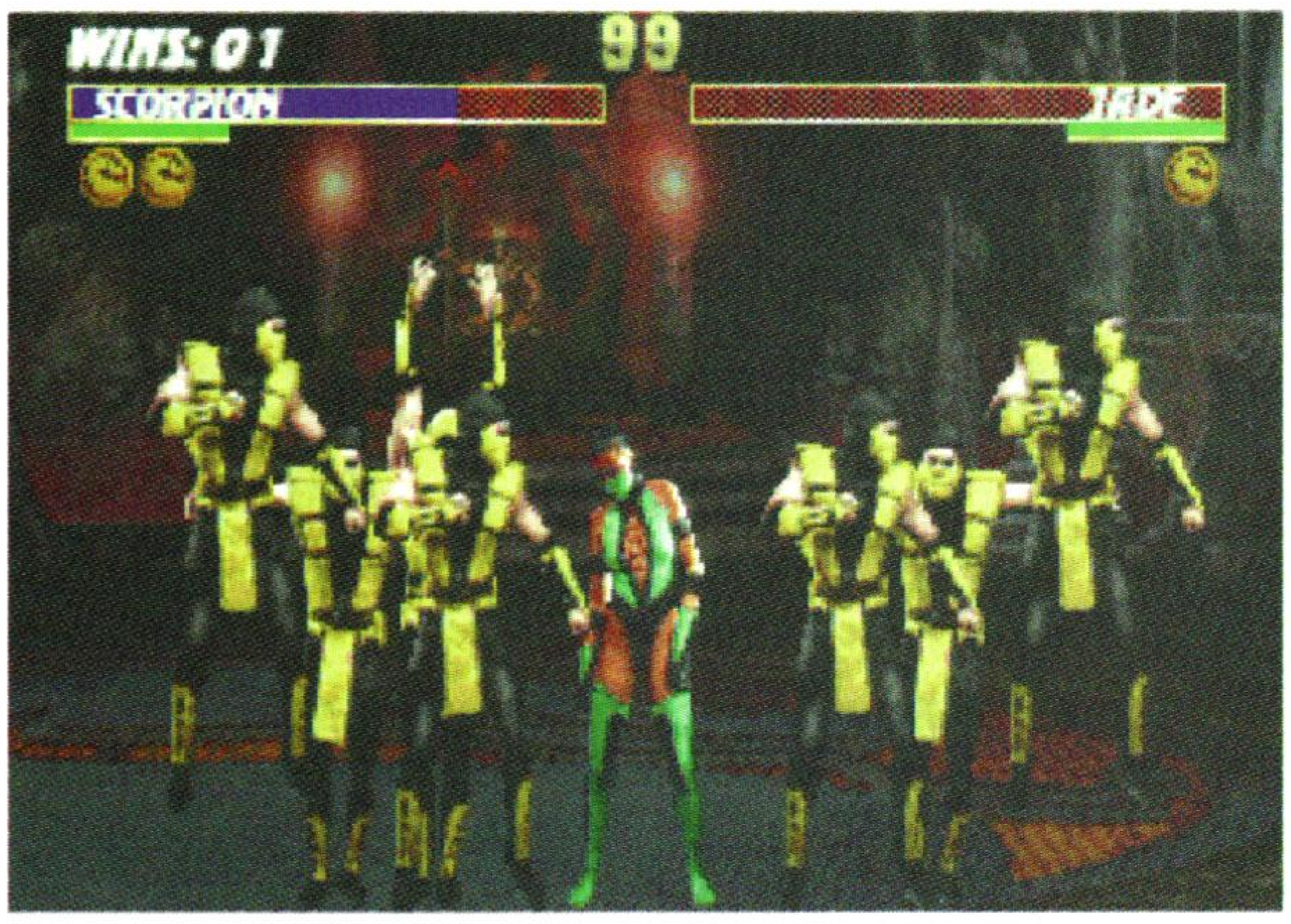


ULTIMATE CONVERSION!
Being a conversion of the new version of Mortal Kombat 3, you can expect to see all of the additions not seen in the PlayStation game.. That means more backdrops, more moves and of course more secrets and characters to discover. GT are onto a good thing here...

Cleave the innards from disrespectful rivals!!
Leave your ninja reggae dojo and mash some digitised brains!!





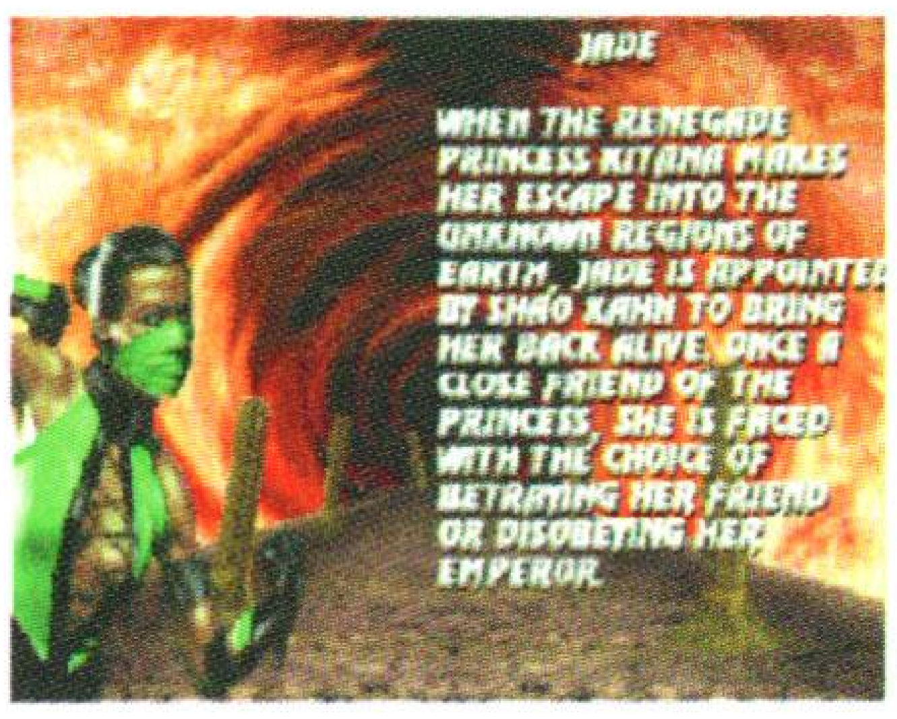


and Kano rolls vertically - and Shang Tsung now has more "morphs" due to the increase in the number of characters (more on the "morphing" later). Other attacks which have been altered are the robot ninja characters' teleport punch, which now throws opponents higher than before, increasing its combo potential; and Kung Lao's teleport, which can now be punched out of, meaning that the surprise teleport can be tagged onto the beginning of a combo.

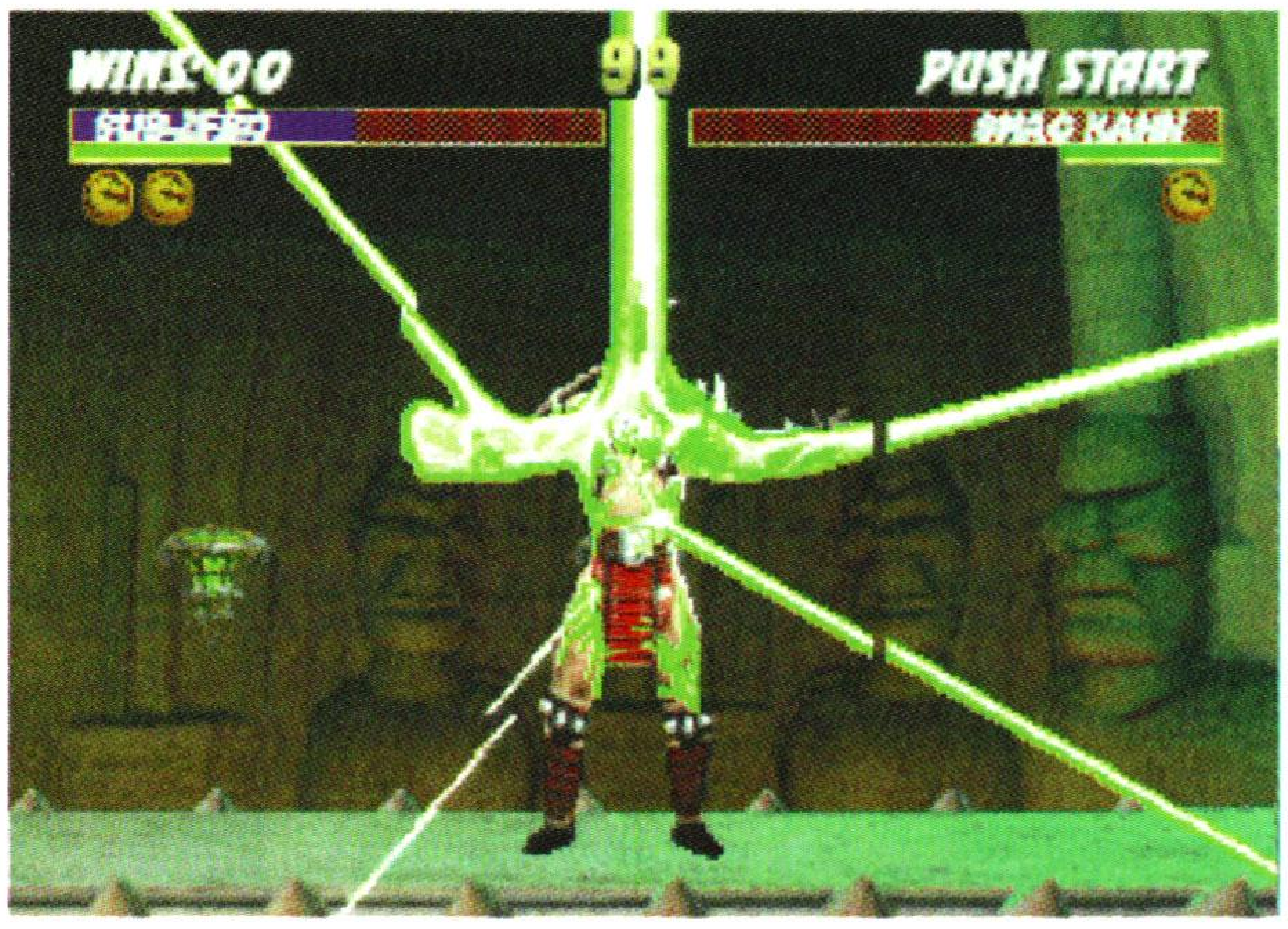
As we've just mentioned the combos, it's worth pointing out that they have been altered quite considerably. For a start, jumping punches can now be tagged onto the start of any standing "basic" combo, whereby opponents are hit repeatedly with a series of basic attacks. After MK3 had been around for a while, it became apparent that some combos were more popular than others - Sub Zero's basic 6-hit, for example - and these have now been weakened to discourage players from using them repeatedly. In return, complex "juggle" and "basic" combos have been increased in power, making learning them far more worthwhile. One of the more interesting features of the Mortal Kombat games is that the characters retain their collision detection all through the fights, unlike Street Fighter Alpha where falling opponents cannot be hit with a fireball. This means that "juggle" combos can be used to score massive numbers of hits and ludicrous damage. One of the slight "bugs" in the arcade version which has been perfectly recreated on the Saturn is that it is possible for Ermac to perform an unblockable 100% damage combo, something that was possible with Smoke in earlier editions of MK3.

Find the hidden warriors and expose their unstoppable combos!
Master all 22 fighters to become the Mortal Messiah!

BRIAN GLYNN
AS
SHAO KAHN


JADE

WHEN THE RENEGADE PRINCESS KITANA MAKES HER ESCAPE INTO THE UNKNOWN REGIONS OF EARTH, JADE IS APPOINTED BY SHAO KAHN TO BRING HER BACK ALIVE. ONCE A CLOSE FRIEND OF THE PRINCESS, SHE IS FACED WITH THE CHOICE OF BETRAYING HER FRIEND OR DISOBEYING HER EMPEROR.



The Saturn conversion has been handled by Eurocom, and from the 90% complete version currently in our possession, they seem to have done an excellent job of capturing the elusive "feel" of the coin-op. The digitised sprites are particularly well detailed and have only been reduced in size very slightly, meaning that they keep the relatively smooth animation of the arcade game. The sound is also coming along excellently (as Shao Kahn would say), and it's fair to say that Saturn UMK3 is looking to be one of the closest coin-op conversions around. The only problem points are the CD access times which managed to slow the PlayStation game down to a crawl. Thankfully, the Saturn version already has quicker access, though the four second pause in the middle of a fight when Shang Tsung "morphs" is still irritating (although the option to morph only into your opponent is welcome and dispenses with the ludicrous loading).

Ultimate Mortal Kombat 3 is due to be released in May, and there's a possibility of it being covered in more depth in a future issue of **MAXIMUM**, maybe even in an Extended Play feature of garganutan proportions.

SHORT STORIES
Multiple players are catered for in UMK3, as with nearly every recent beat 'em up, in the form of two-on-two endurance battles, or eight-player tournaments, similar to those in the conversions of Super Street Fighter 2.

The versus screen isn't just for decoration - Kombat Kodes can be entered using the six symbols at the bottom of the screen to effect different features. Some are useful (stage warps and arena selects) and some aren't (fighting in darkness, weird messages, disable sound). As it is, this is an excellent feature designed to instill yet more lastability into the super-close coin-op conversion. And yes, all of the codes already worked out for the arcade version work fine on the Saturn game.

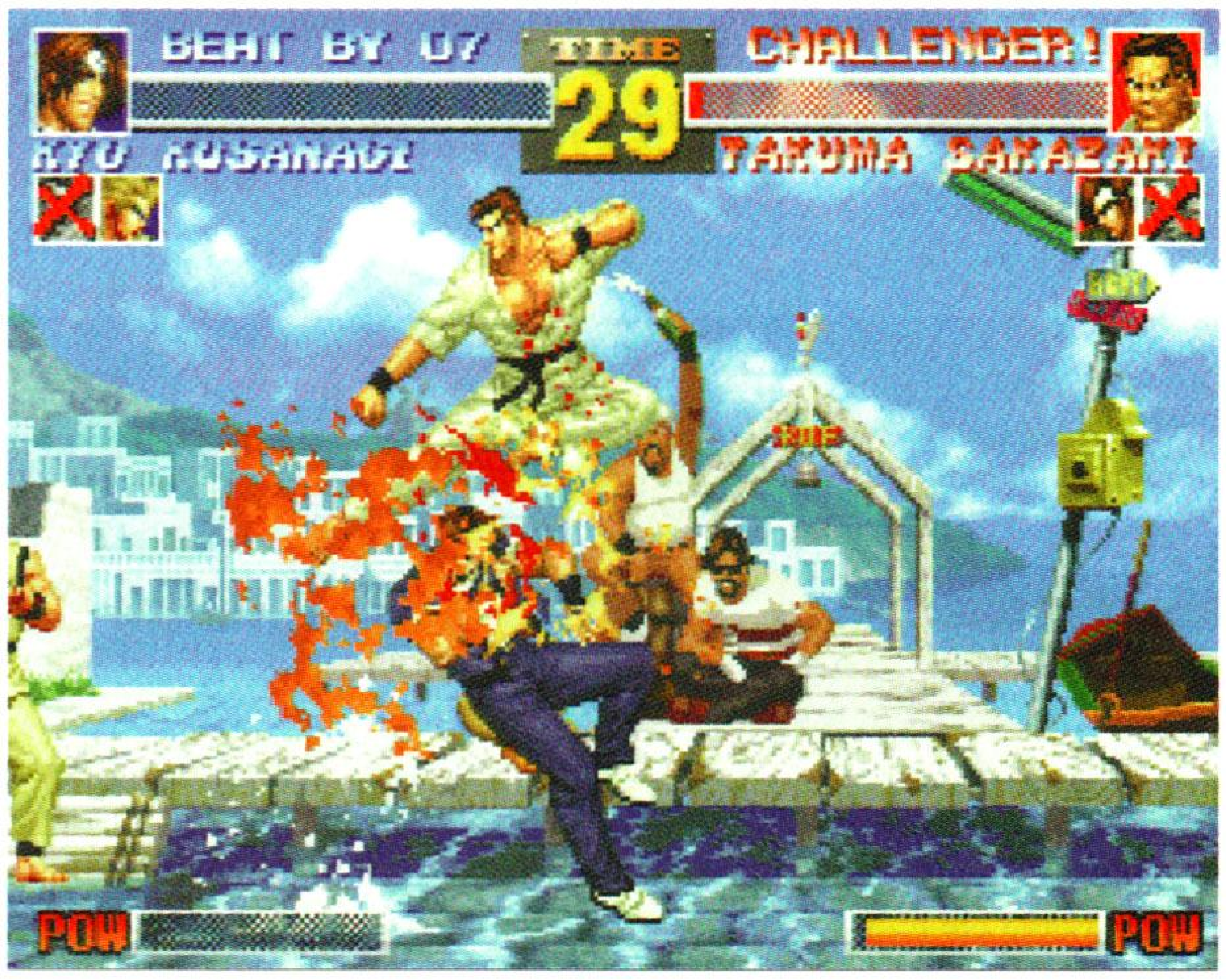
As MAXIMUM readers should know, GT are also planning a Nintendo 64 version of Ultimate MK3, which should be the best version available (provided it can all be fitted onto cartridge!). Additionally, we can reveal that Williams are currently putting together a PlayStation Mortal Kombat Trilogy Pack, which contains all the coin-ops released to date, on one PSX CD.

SS SCHEDULED FOR THE PC AND PLAYSTATION
KING OF FIGHTERS '95
OUT NOW IN **JAPAN** RELEASE IN **UK** UNCONFIRMED

DUAL-ROM HITS SATURN!

KING OF FIGHTERS '95

The SNK Neo Geo is synonymous with arcade-quality fighting games - top of the bunch being the incredible King of Fighters '95. Featuring 24 characters culled from SNK games such as Art of Fighting and Fatal Fury, its team battle action made it a firm hit in the arcades and it's out now in Japan on the Saturn. MAXIMUM checks out the first fruits of the SNK/Sega deal...



When SNK began its conversion work on its top Neo Geo fighting game, they had one aim. This was to bring the Neo Geo title onto the Sega machine in an almost-perfect translation. Not one frame of animation was allowed to be sacrificed. King of Fighters is such a popular game in Japan that SNK have gone to extraordinary lengths to get the game looking arcade-perfect.

Although the Saturn has the 2D sprite power to bring forth a perfect conversion, it just hasn't got the necessary internal memory to handle the audio-visual overload that is King of Fighters. The Neo Geo has a massive seven megabytes of internal memory (which accounts for the super-long loading times on the CD versions of the games) that enables it to produce coin-op perfect versions of its games. The lowly Saturn only has two-and-a-half. SNK have hit upon the novel idea of including a 2 megabyte cartridge along with the standard CD (SNK have named this the "Dual ROM system) . This would appear to look after the backgrounds, whilst the character data is streamed off the CD as normal. Specialised compression techniques make up for the 2.5 megabyte deficit. The result is, as you would expect, a near-perfect conversion of the coin-op. In fact, some might say that the reduced loading times make the Saturn game superior to the Neo Geo CD version. And you get to benefit from the stunning Neo Geo CD orchestral arrangements.

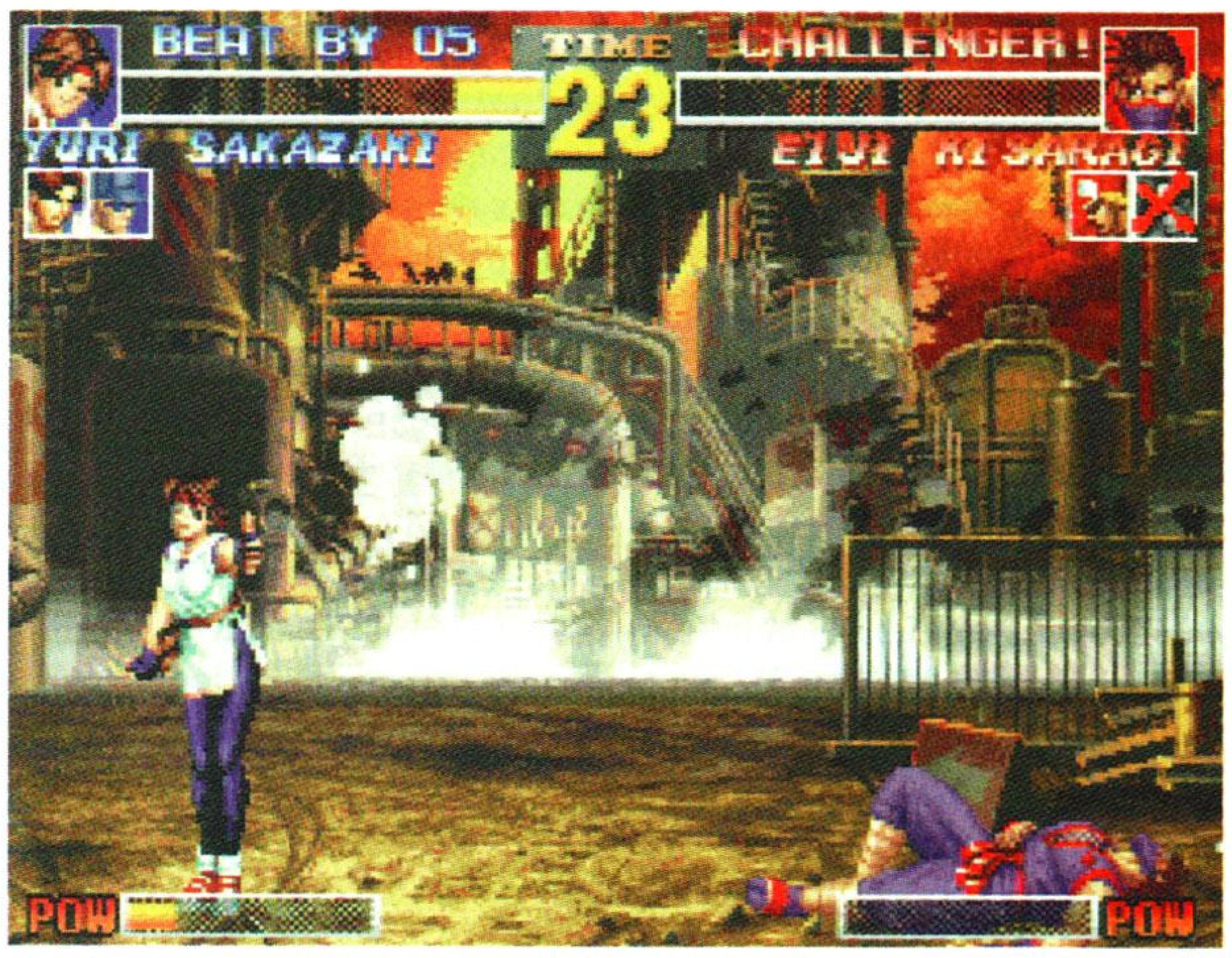
So what's the big deal with King of Fighters '95 then? How can SNK get away with making this the joint-most expensive game in Japanese Saturn history (costing a gargantuan 7,800 yen - the same as Virtua Cop)? Well, any one who owns issue #1 of MAXIMUM should already be clued in as to why

New Dual-ROM system brings arcade-perfection to the Sega Saturn!

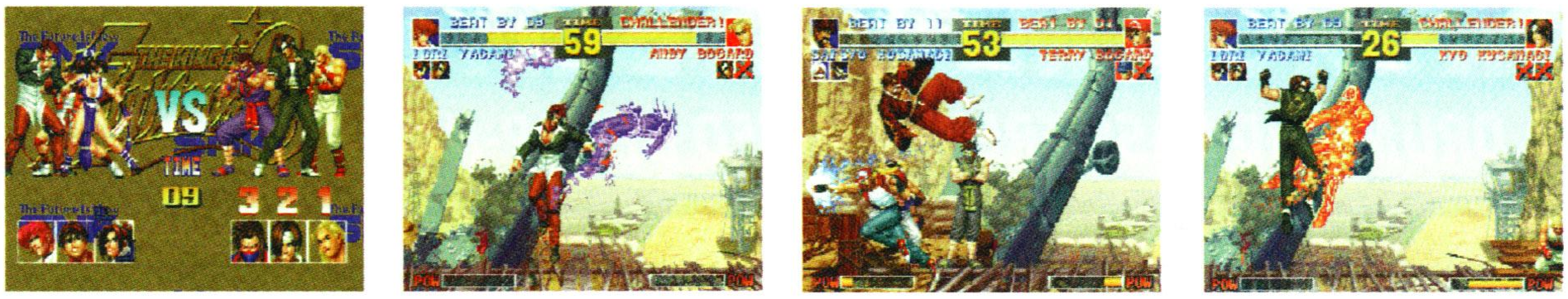
A massive roster of 26 characters to choose from in King of Fighters '95!

TEAM-UP FOR TERROR!
The team edit feature enables you to take any group of three fighters into battle - including the bosses - as these particular pictures show. King of Fighters is hot...

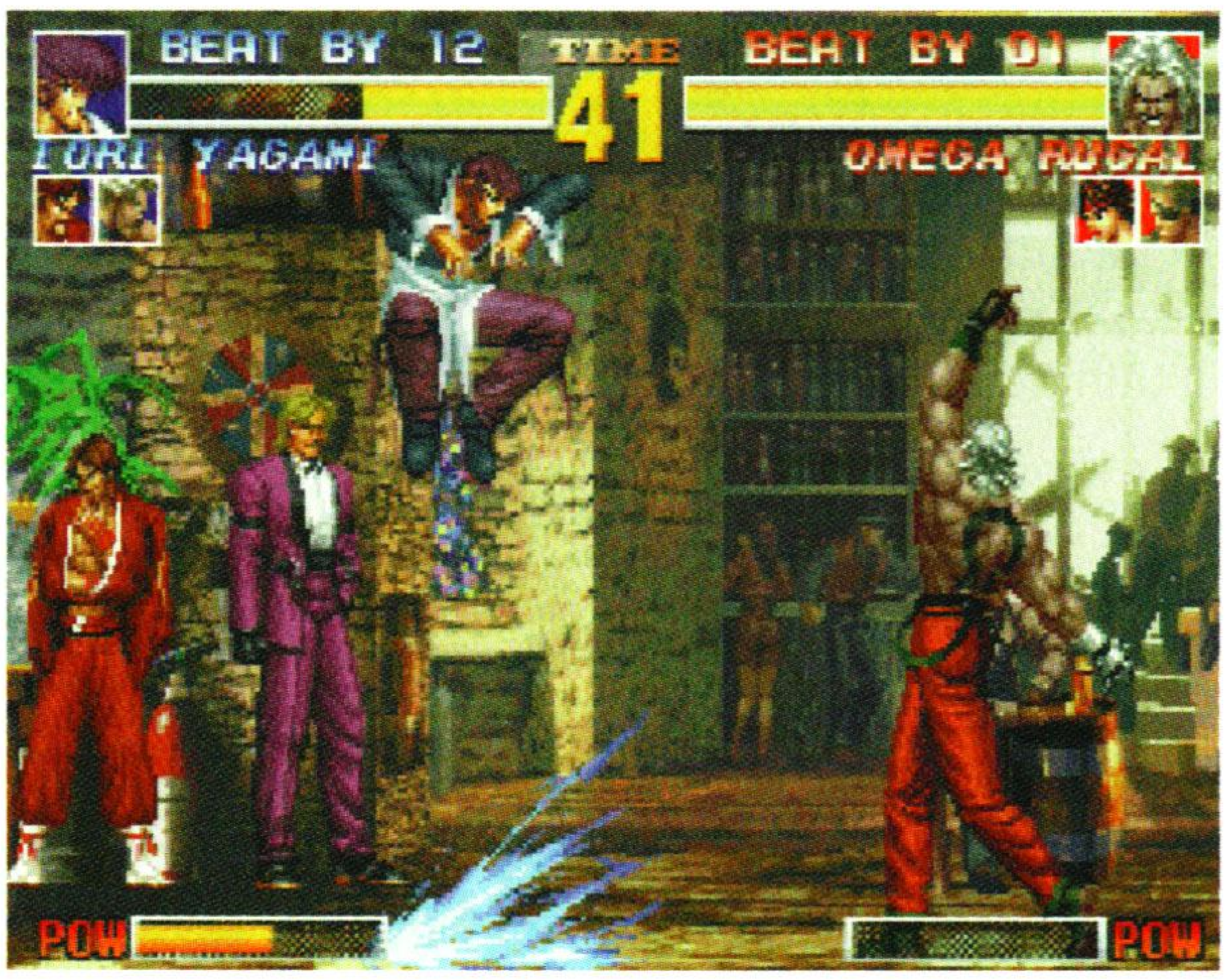
PYROTECHNIC POWER!
Characters such as Mai and Kyo have pyrotechnic moves at their disposal which seem to be the only difference between the Saturn and Neo Geo versions.

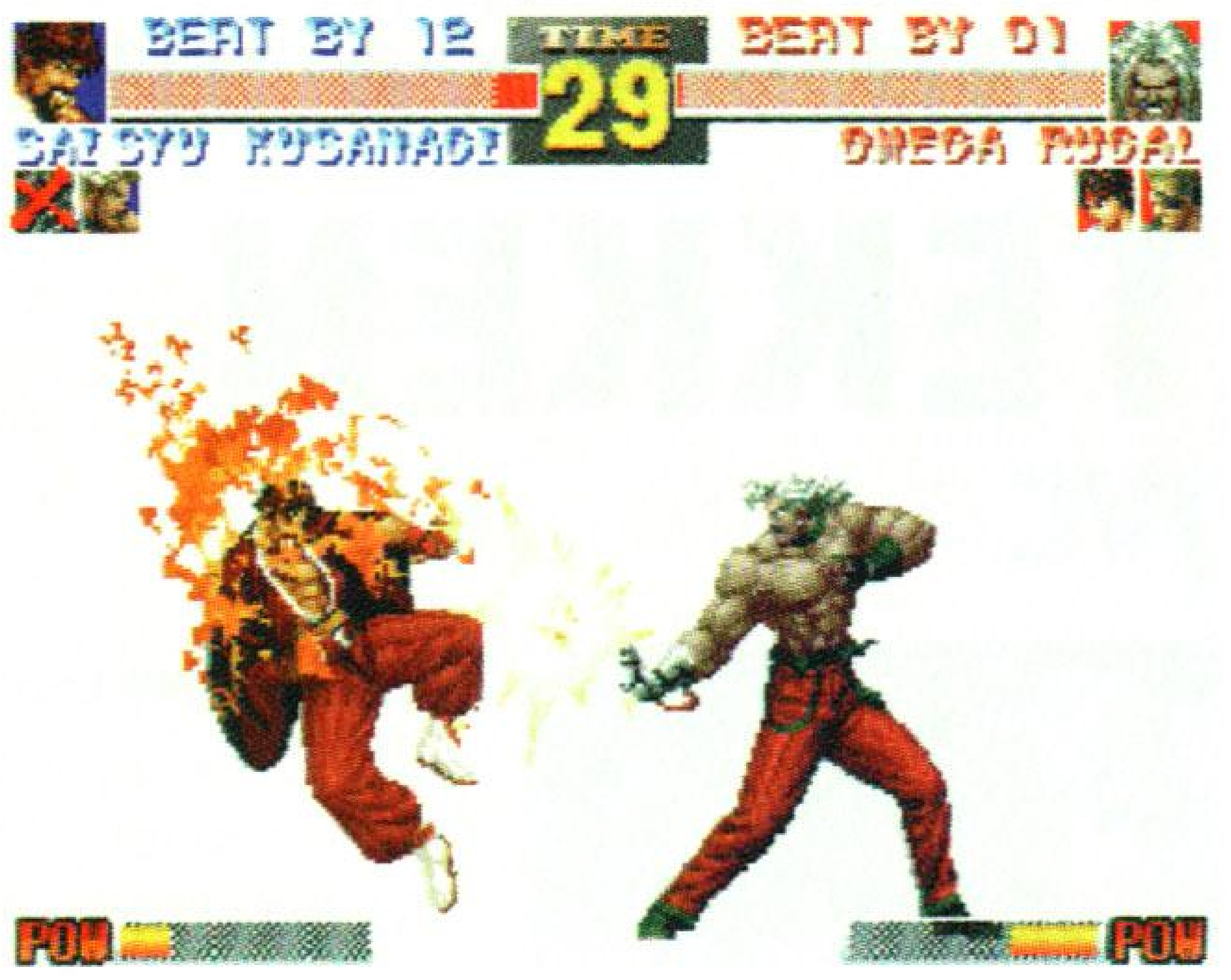


GET READY TO RUMBLE
A gratuitous shot of the well-endowed Mai (right) followed by some fiery action from the Brazilian background. The backdrops are far more intricate than Street Fighter's.



Team Edit function allows for over 2,000 different fight combinations!
Master the intricacies of the deepest one-on-one fighter to date!





King of Fighters is such a monumental title.

For a start, there's the sheer depth of the title to consider. The inclusion of 24 fighters (26 if you include the hidden player-controllable bosses), each with their own specialised techniques, combinations and appearances (no MK-style ninjas in different coloured costumes here) gives this game a huge lifespan, and the gameplay is made even more innovative thanks to the Team Battle Option. For those of you not in the know, this enables you to take three different fighters into battle in an elimination battle with your opponent. That basically boils down to far more strategy and variety in each fight. This being a conversion of the King of Fighters sequel, you're also able to define your own team - over 2,000 different team permutations are possible.

Everything King of Fighters does, it does so well. Each background has an incredible level of detail to it (perfectly replicated on Saturn) and the animation on the fighters is flawless. The moves themselves are excellent, backed with some excellent thumping sound effects - best of all are the Super Moves which inflict huge amounts of damage and look far more impressive than similar styles of attack in other fighting games (although the DIY Super Combo system in the forthcoming Street Fighter Alpha 2 looks like taking this system still further).

UK release for this brilliant fighting title is still unconfirmed!
Witness the most expensive Sega Saturn title on the Japanese market!

SNK SHORT STORIES

So, now that King of Fighters '95 is doing very-well-thank-you-very-much in the Land of the Rising Sun, what can we expect next on the Sega machine from the fighting game experts? Next up on the release schedule is the less-than-exciting World Heroes Perfect, which again uses the two megabyte Dual-ROM system used in King of Fighters. Planned for "some time in 1996" Saturn owners can look forward to a perfect conversion of Fatal Fury 3 - a surprising move from SNK considering the arrival of the markedly superior Real Bout Fatal Fury (see MAXIMUM issue #4).

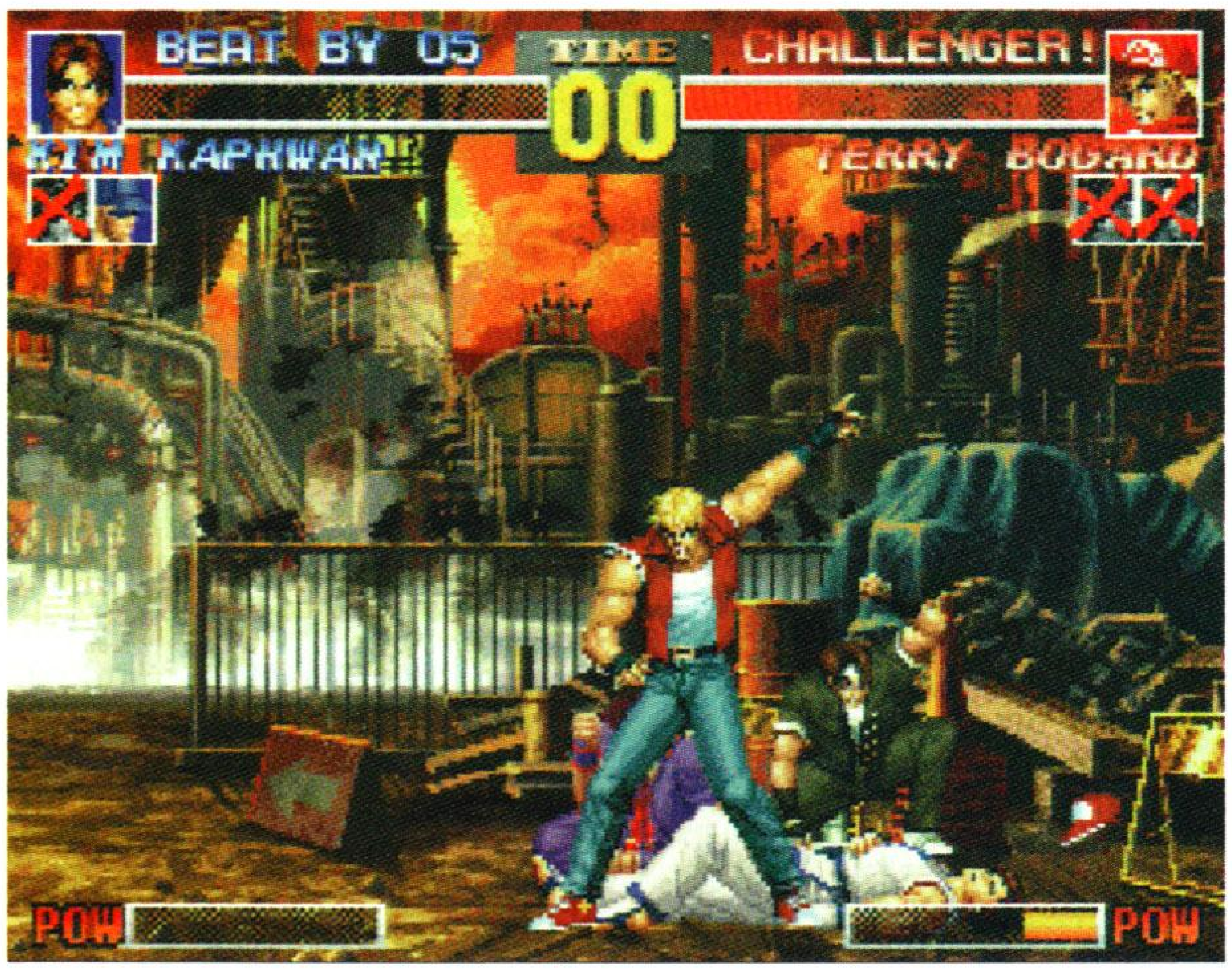
Shortly after announcing its cross-platform game plans with Sega, SNK signed a similar deal with Sony to take its arcade hits to the PlayStation. The deal is different from the Sega pact in that SNK can't use any Sony characters in their games. Other than that though, the deal appears to cover much the same games. First up is a PlayStation KoF '95 and a conversion of Real Bout Fatal Fury is definitely in development as we speak. Although no official comment has been passed by SNK, MAXIMUM believes that a PlayStation Dual-ROM system will be developed since the Sony machine has even less internal RAM than the Saturn.

SNK are renowned for the technical accomplishments in their fighting games, and this tradition is continued in King of Fighters '95. If you want some idea as to how deep and involved KoF can become if you're willing to take the game to its limits, perhaps you should check out 200+ page official guide to the game released last year? If you have any more doubts as to the pedigree of this game, it should be noted that in Japan, this game's predecessor (King of Fighters '94) was voted Game of the Year, and KoF '95 was beaten only by Virtua Fighter 2 in the following year's fighting game awards.

Having sat down to an extended play test of the final Japanese product, **MAXIMUM** can report that SNK have handed in the near-perfect conversion that was demanded of them and compares extremely favourably with the established X-Men, Street Fighter Alpha and Vampire Hunter. Some of Kyo's fire effects aren't quite so impressive, but that's the only difference that was readily apparent. The speedier loading more than makes up for this.

King of Fighters '95 is sure to be a big import hit and we can reveal that Sega Europe are studying the feasibility of bringing the game to the UK. There are some doubts that the game's cult appeal and expensive nature may count against it, but the company are champions of giving the hardcore gamesplayer what he wants, so maybe the game will appear in your high street. **MAXIMUM** aims to keep you fully advised on KoF-related developments.

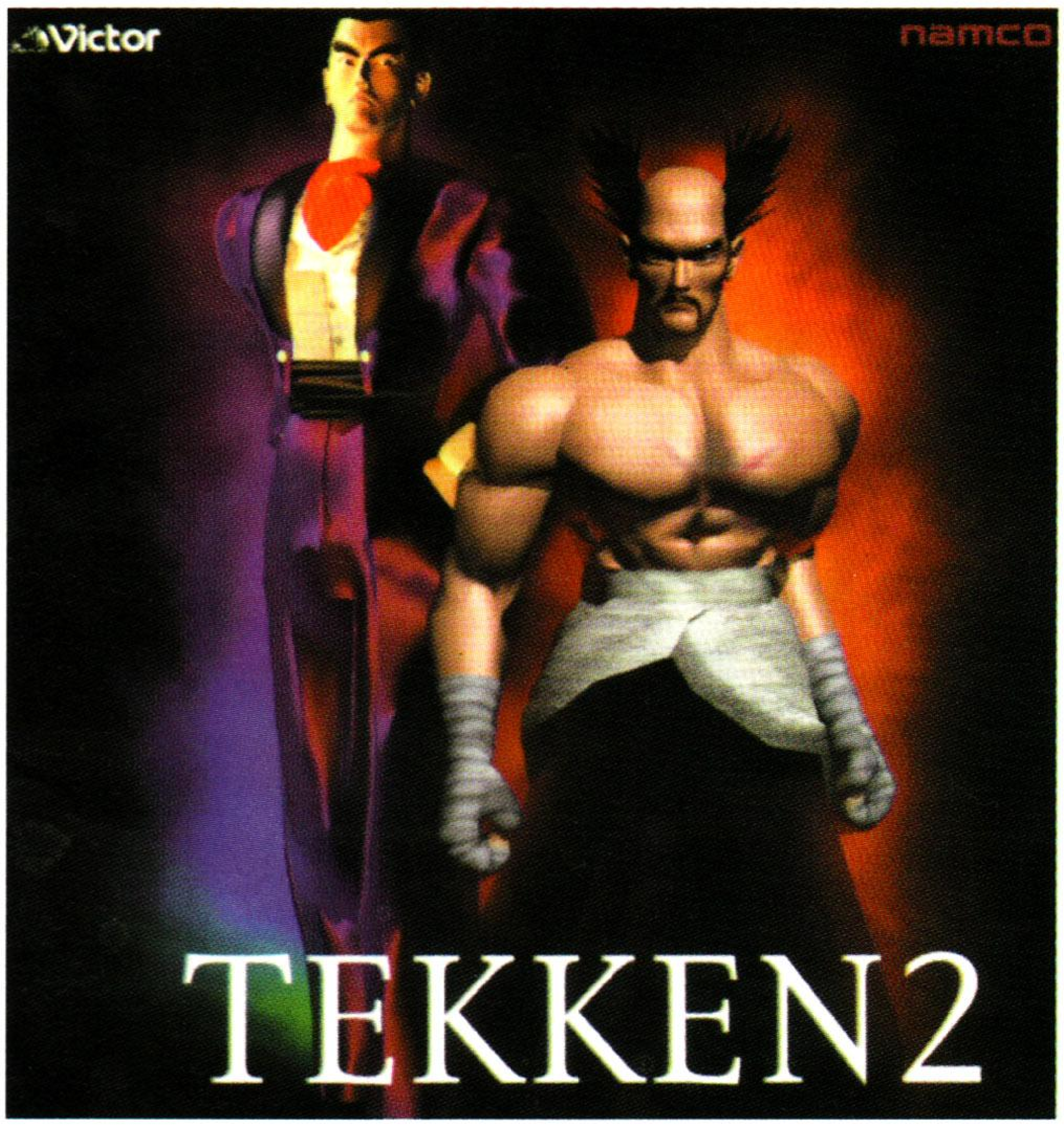
"POWER GEYSER!"
A few shots surround this picture showing off Terry Bogard on one of the best backgrounds in the game. Terry's from the Fatal Fury games, with other characters on display from the Art of Fighting series (a new edition of which is due soon - see the AOU news beginning on page 116).



NAMCO MUSIC BLITZ

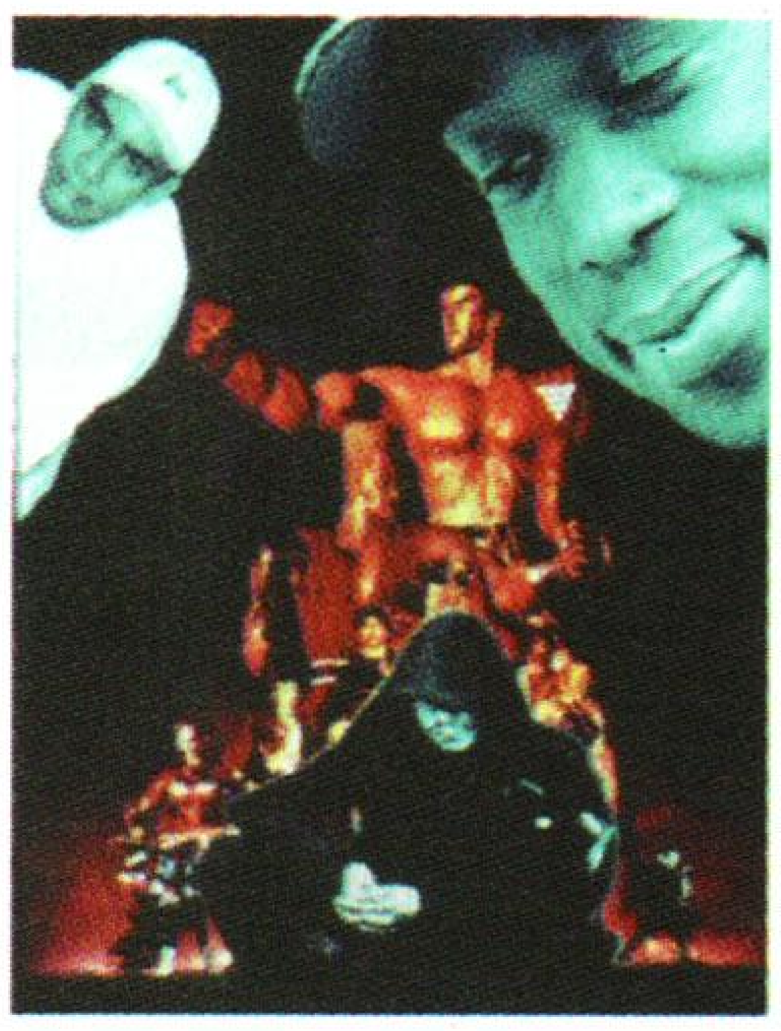
A DRUM AND BASS FRENZY MIXED BY TOP-NAME JUNGLISTS!

As something of a bizarre addition to our extensive Namco coverage in this special issue of MAXIMUM, we've decided to check out the growing interest in the musical side of Namco's arcade and home products. As revealed in the last issue of the magazine, noted Junglists have taken the Tekken tracks and given them the Drum and Bass treatment - culminating in the release of a special Tekken "Windermere" 12" featuring the remixing talents of rising Jungle star T Power amongst others. The result has been very positive indeed with excellent reviews in specialist titles such as MixMag. Well now the phenomenum continues with full-on remix albums due from JVC featuring both Tekken and Ridge Racer tunes in the jungle stylee. Preview copies of both albums have been dispatched to MAXIMUM and we thought we'd give them the Q-style critical appreciation.



TEKKEN

JVC



Who can knock the amazing musical feast that is Tekken? Not JVC, it seems, as they've bought up the entire arranged suite of the arcade tunes as heard in the PlayStation conversion of the game. On top of those excellent tunes, JVC have drafted in a series of top Junglists (Lemon D, DubTronix, Dillinja) to give some of the tracks the remix treatment. The results are... well, mixed.

The T Power rendition of Windermere has gone down well with the jungle fraternity and even those not so keen on this type of music should be pretty well catered for - the tunes on offer here are far more sophisticated than the usual 10,000 bpm classics of the genre. The other remixes are still pretty classy... one word of warning though: any one hoping for these remixes to sound even remotely like the originals is in for something of a shock. Although you might get the odd vaguely familiar bassline, the actual Tekken melodies have been totally remixed out of the equation.

The Tekken album is well worth checking out, and surprisingly, it gets a higher recommendation than the Ridge Racer album due to the credibility of the mixes (and the sheer amount of tracks - 23 in all!). If you aren't into jungle and own Tekken, it isn't really worth the bother, but otherwise this gets hearty thumbs aloft from the **MAXIMUM** posse. ★★★★

namco
ZELOS

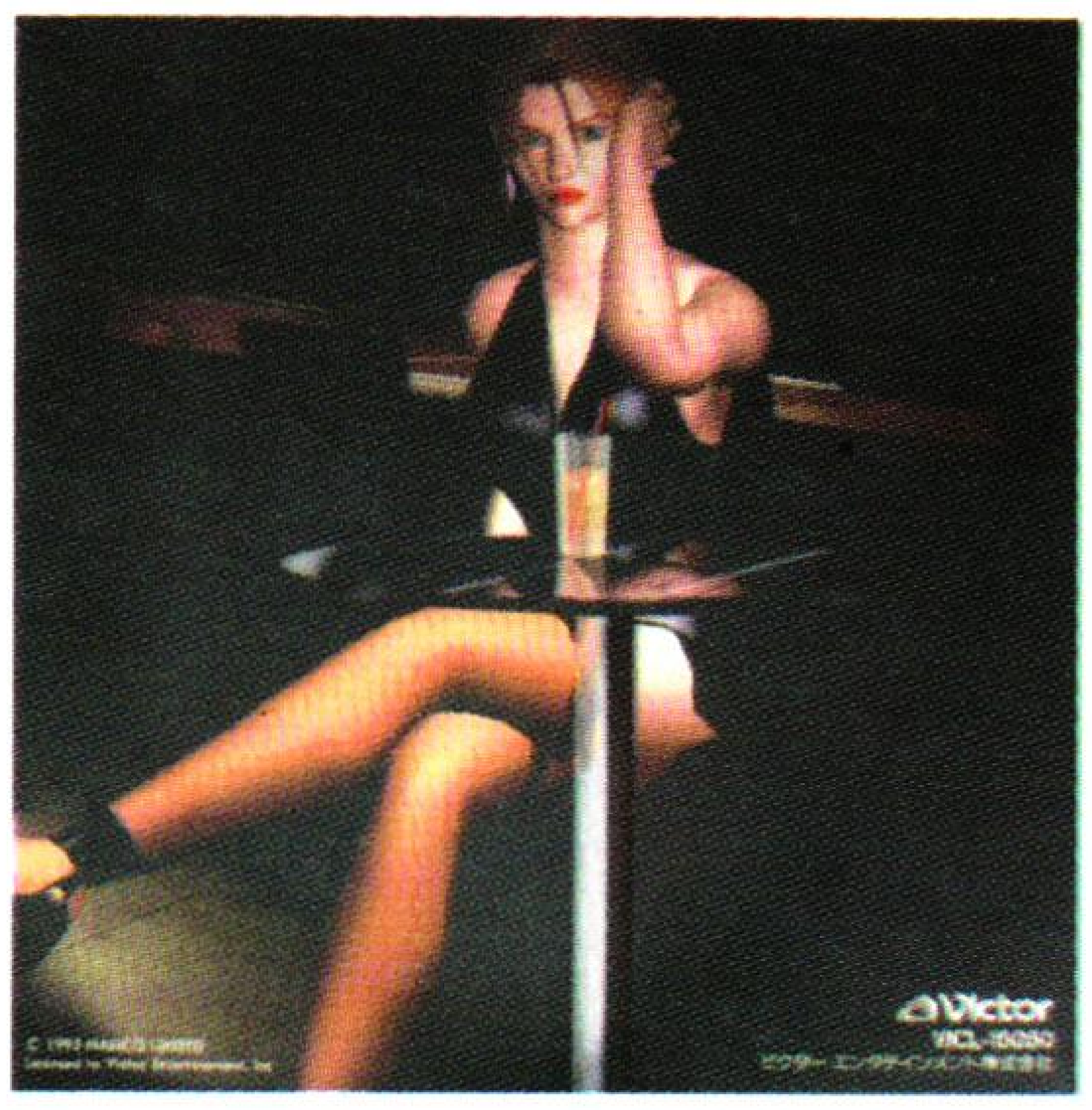
RIDGE RACER

JVC

When Ridge Racer blasted onto the PlayStation in December 1994, the world was stunned by the audio-visual hit Namco had managed to produce with their very first 32-bit home videogame. The music remains utterly sensational, and this alone is probably worth the price of admission (provided you don't own the PlayStation version which has all the same tracks - and a game to boot!).

Of course, the Junglists have been brought in to provide their high-bpm antics and the resultant tunes were met with a combination of indifference and disgust at the **MAXIMUM** office. "The Rare Hero mix is pretty good," remarked one particular staff member. Alas, these sentiments were not shared by our editor, who loves the originals and had this to say about the remix: "It's like spray-painting comedy breasts on the Mona Lisa." Hmmm.

The one thing that the entire team was in agreement on was the quality of the original tunes. The RR themes are excellent dance music in their own right, and this makes it a credible CD purchase. Non-Ridge Racer owning dance fans should seriously consider this. ★★★



As import fans probably know, the market for CD renditions of coin-op music is vast, with just about every major arcade game getting a release. This has been going on for years (since the days of Space Harrier and Outrun when arcade music started to get seriously excellent) and not surprisingly, all of Namco's major coin-op tunes are on the market. Ridge Racer and Tekken music CDs have been out for ages and are pretty much identical in content to the English CDs review on this page - minus the remixes. Not surprisingly, the Victor Company of Japan are responsible for producing these Japanese discs (rearrange the initials)...

The latest release in Japan has been the arcade music for Tekken 2. It should be noted that these are the original System-11 originated tunes, not the arranged versions seen on the forthcoming PlayStation translation. Although the sound-generating hardware is limited, the results are still excellent. Better still is the presentation of the CD. A 34-page inlay booklet features some stunning rendered artwork from Namco, including full-figure renditions of every character plus their backgrounds. This is really how it should be done - the art to the left and at the top-right of page comes from the cover. Awesome.

A good importer should be able to get this for you - at a hefty premium. The **MAXIMUM** advice is to wait for the actual Tekken 2 PlayStation game as this has both the original arcade tunes and the arranged versions which are far superior (Lei's tune in particular stands out as being totally outstanding).

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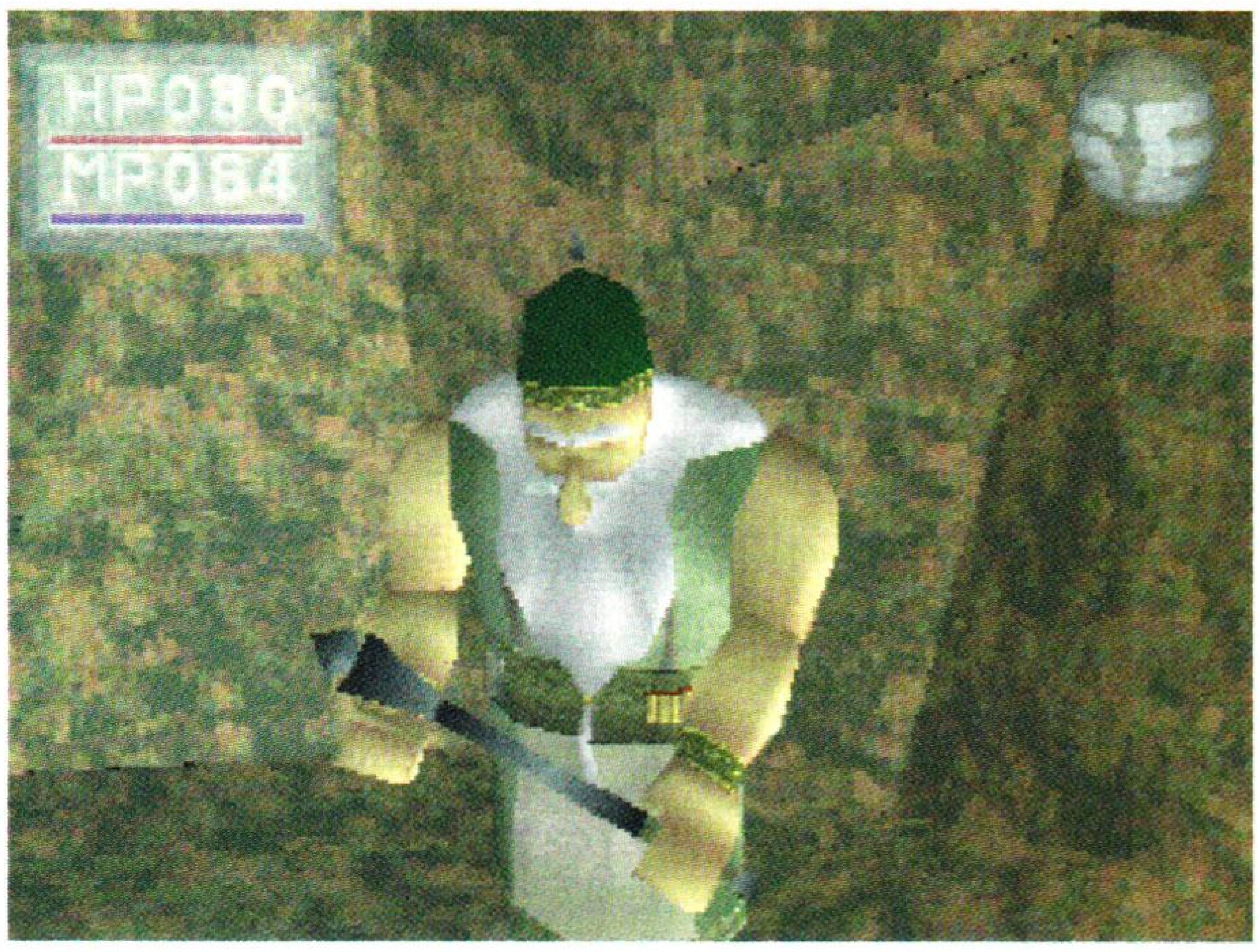
PS WE GET AN EXCLUSIVE TASTER...
KING'S FIELD 3
FROM DUE FOR A **JAPANESE** RELEASE IN **JUNE**, PRICE 6,300 YEN

RPG OF THE YEAR?

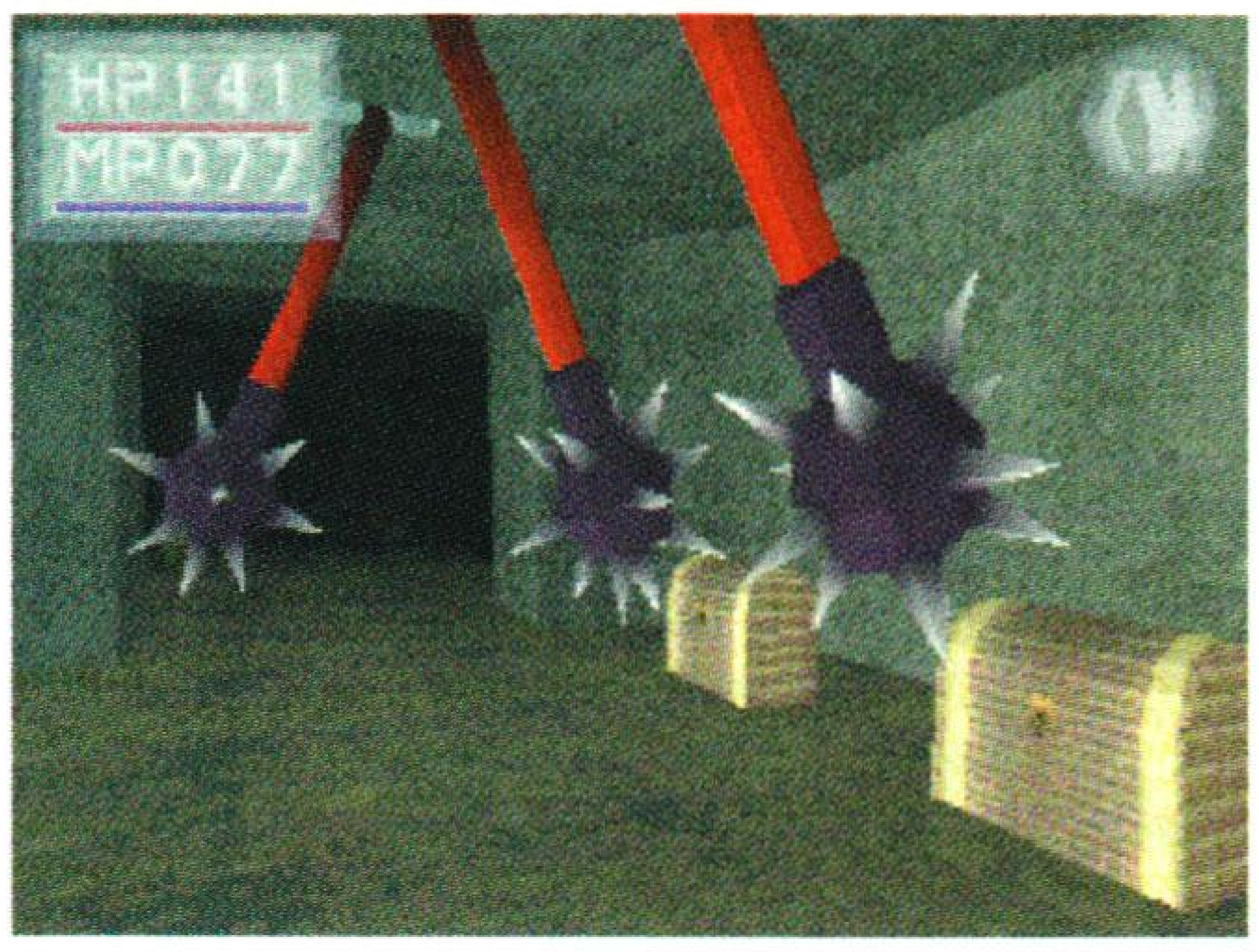
KING'S FIELD 3 - THE PILOT STYLE

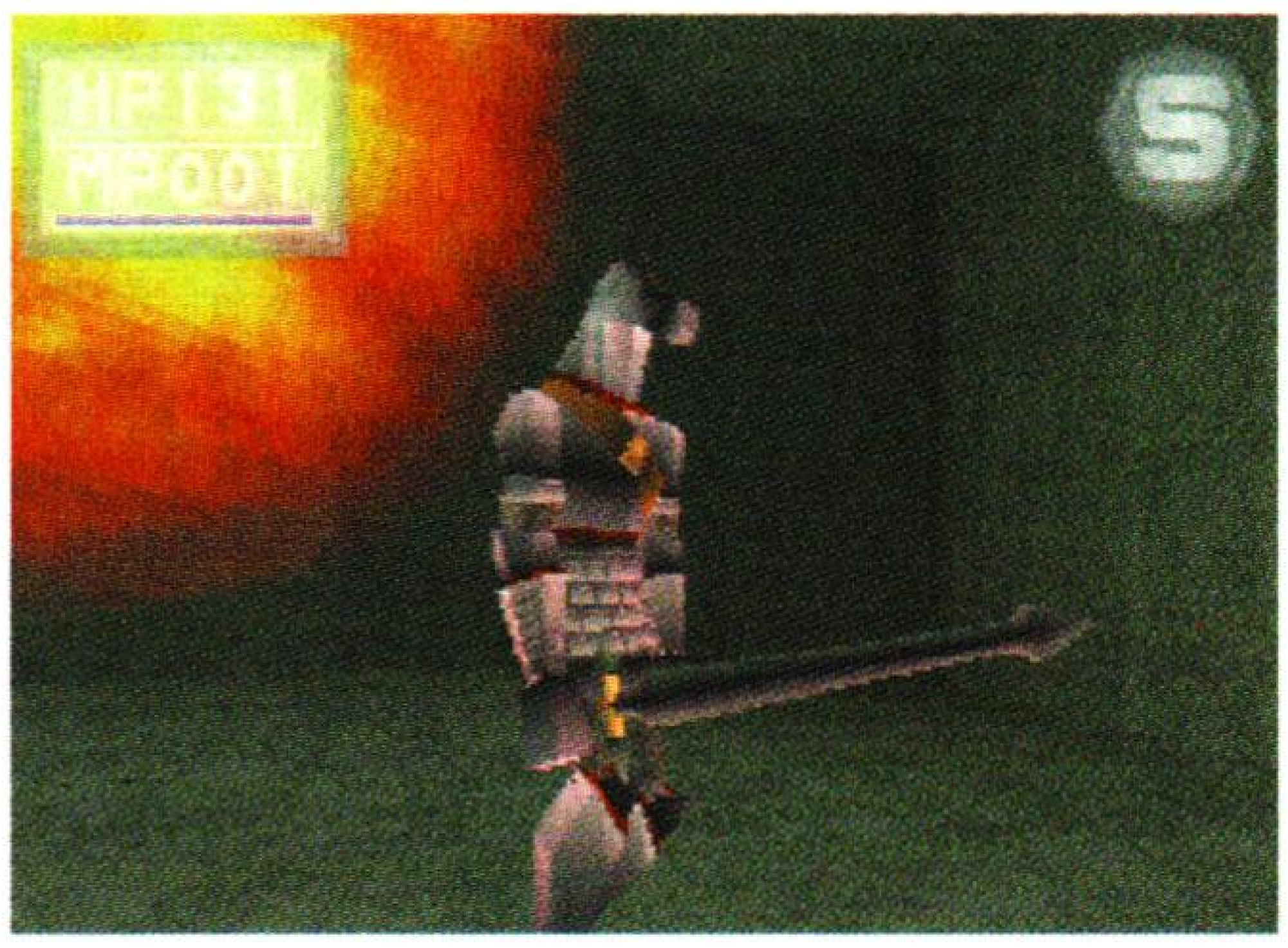


MAXIMUM are keen fans of the RPG genre and PlayStation examples don't get much better than the King's Field series from From Software in Japan. Regular readers will know that we're big fans of King's Field 2 in particular (along with a few hundred thousand Japanese gamers) and have been following From's progress as they code the new KF game. This month, something rather special happened... Read on.

HP081
MP028

MAXIMUM has been in contact with From Software since we produced our news coverage of KF2 in issue #1 - their materials enabled us to produce the excellent Extended Play in issue #2 and this month they let it be known that they were producing a special King's Field mini-quest for use in Japanese retail outlets. Japanese games shops always get demos of the big games weeks in advance (X-Men, Virtua Fighter 2 and Panzer Dragoon were all previewed in the shops in this manner) so From have decided to produce a special game for this preview arena. A pre-production gold disc was dispatched to the MAXIMUM offices for our perusal. And not surprisingly, it is utterly excellent.



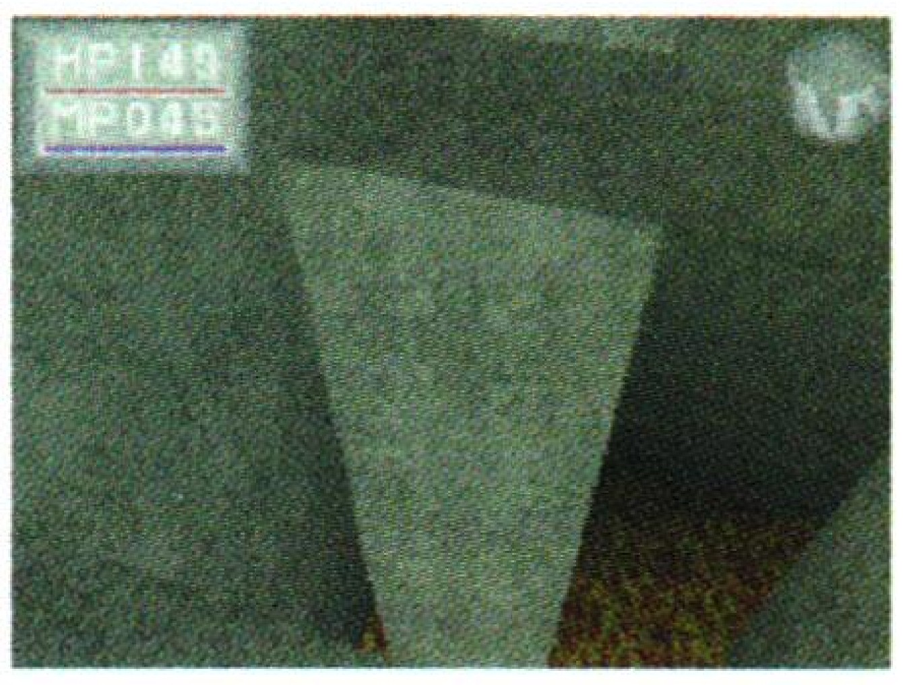


Make no mistake here - this isn't King's Field 3 in any shape or form. From have merely take their new game engine and included a small range of characters, objects, monsters and puzzles for players to solve. The scenario of the game picks up where King's Field 2 let off and bridges the gap between that classic release (coming out soon in the US and Europe) and the forthcoming sequel, which is due in Japanese shops in June. From have asked us to stress that all of the screenshots on these pages are from this sampler game.

Any one who has played King's Field 2 is going to be in for some excellent surprises when they check out the new game. A vast improvement has occurred in the graphics - the same eerie lighting and superlative shading are still evident, but the range of texture-mapping and scenery is far more pronounced. The game's speed has also been radically improved with a better sense of movement being portrayed.

A new enhanced 3D engine makes for a graphical role-playing feast!

PlayStation 3D hardware used for some incredible special effects!



HP081
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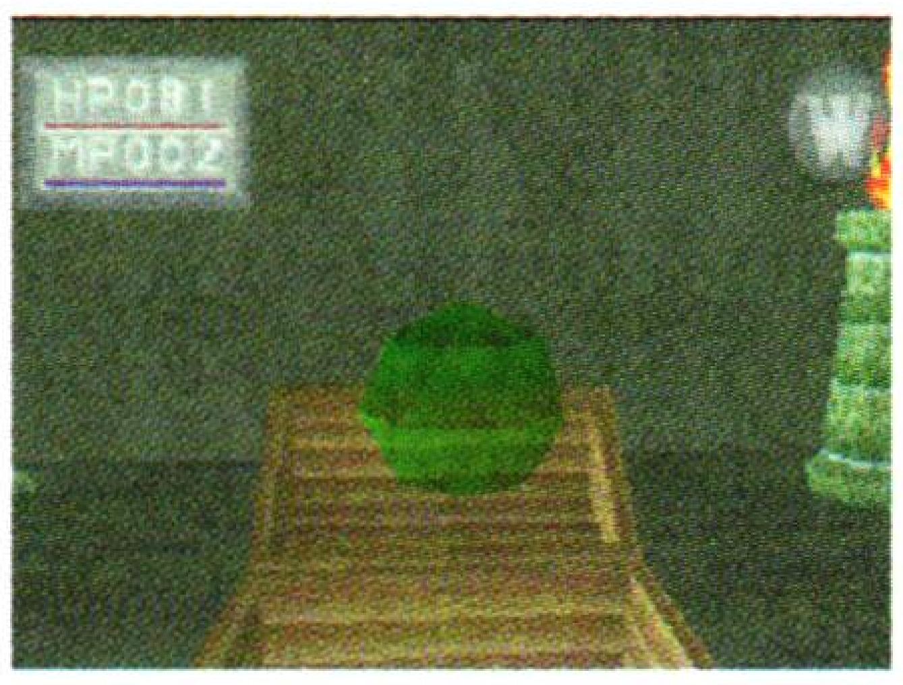
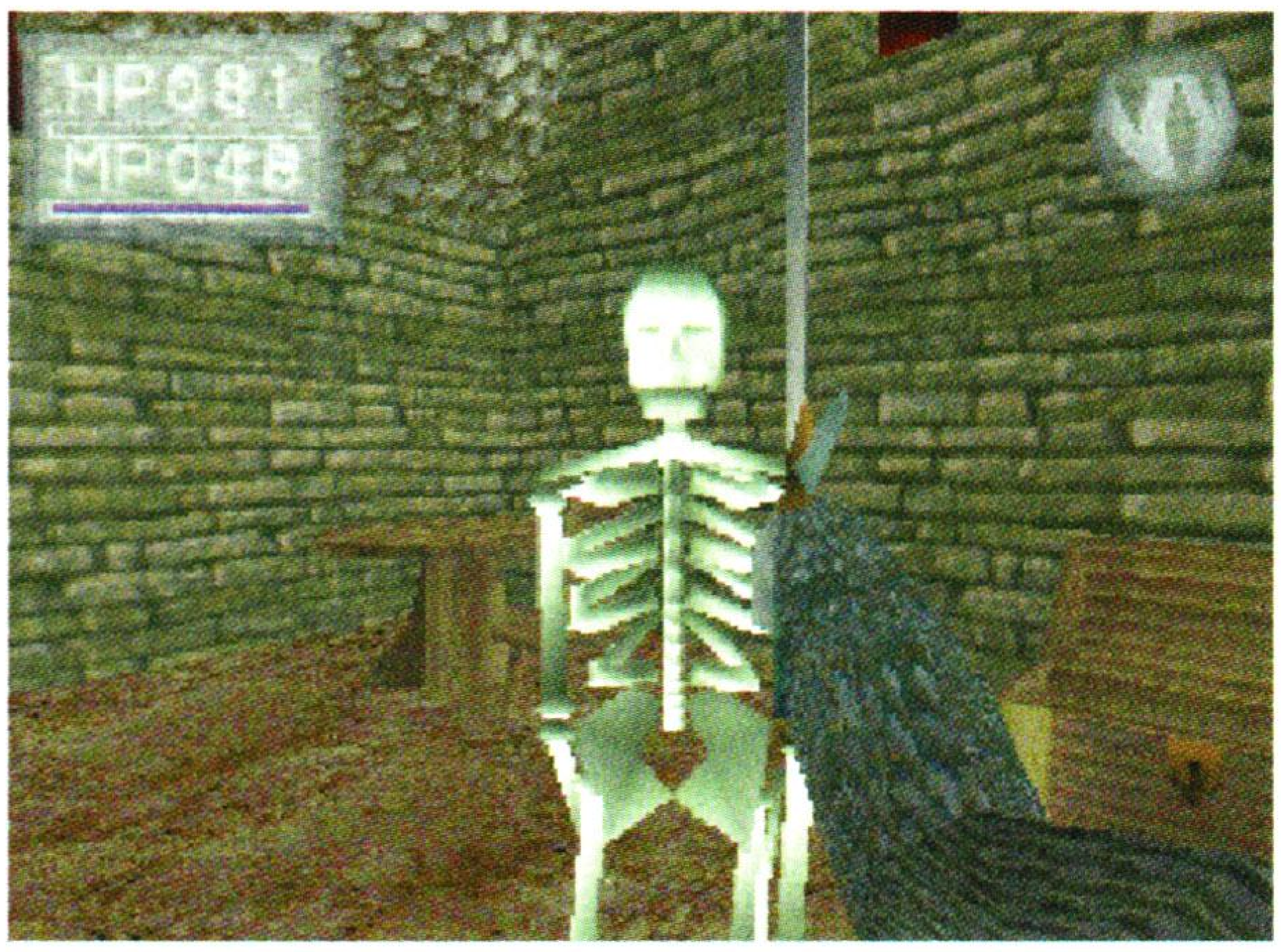
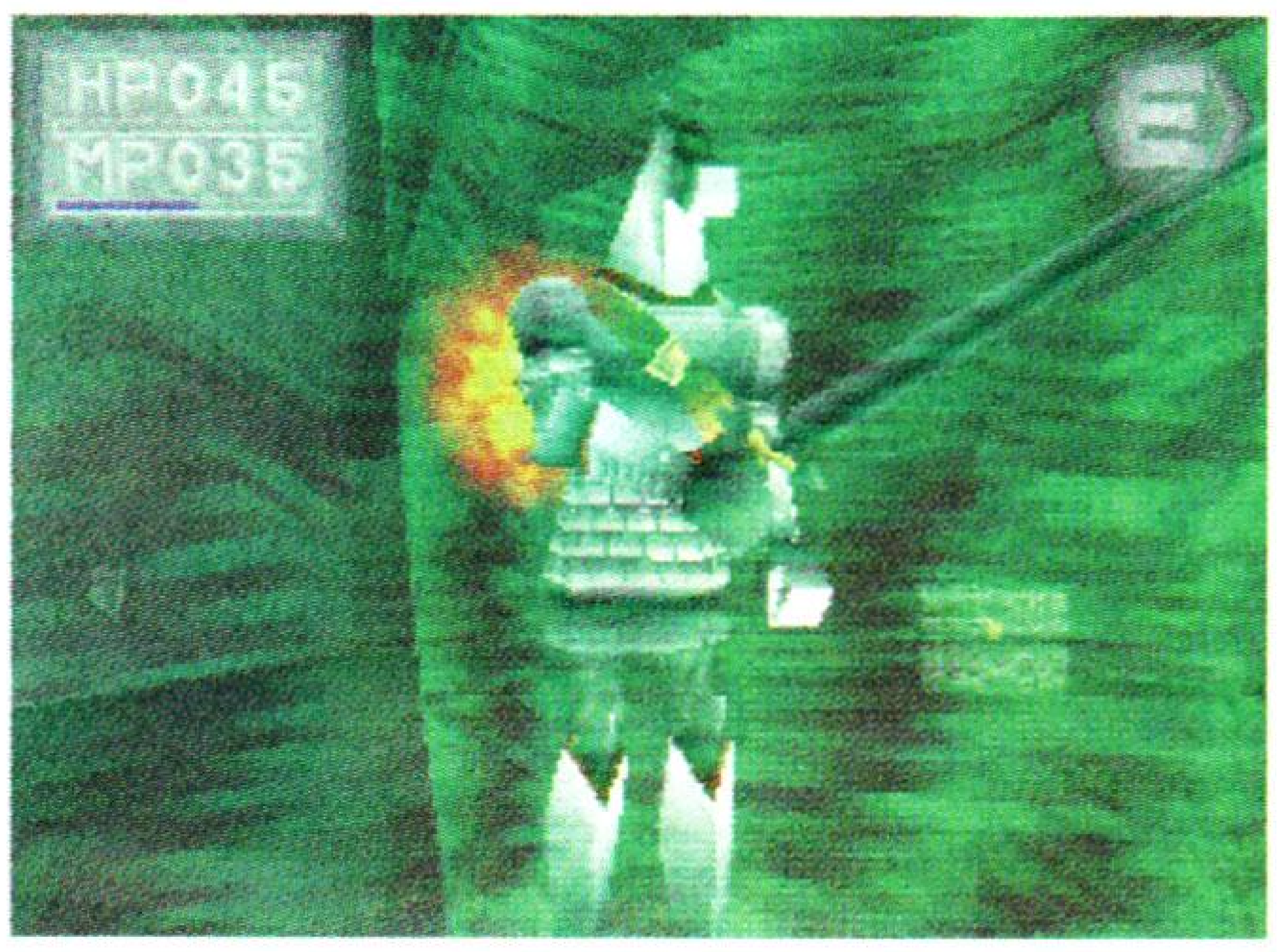


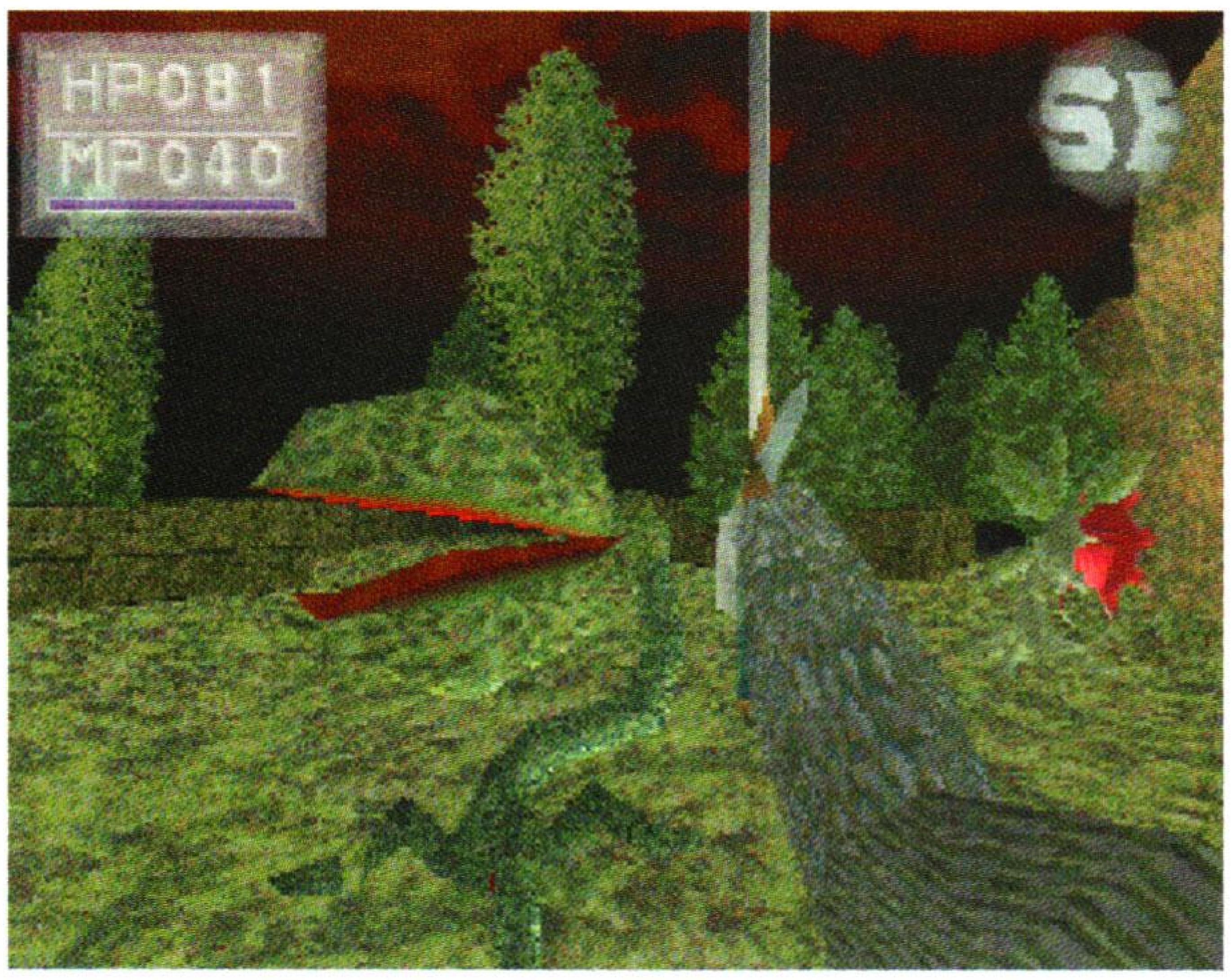
NEW ARTEFACTS!
As you can see from the pictures to the left, King's Field 3 features plenty of new items. The final game, released in June promises a massive 50 extra objects.





What this game shows straight away is that From have made the game far easier to get to grips with. Those who played King's Field and its sequel know that initially the going is extremely tough, with the game's hero being subjected to all kinds of abuse from the myriad creatures in the first locations. Although the combat system seems to be pretty much unchanged, it is clear that getting ahead in the early stages of the game is now far easier. Of course, From haven't compromised on the integrity of their game - we can expect to see some truly fiendish puzzles and action later in the final product.

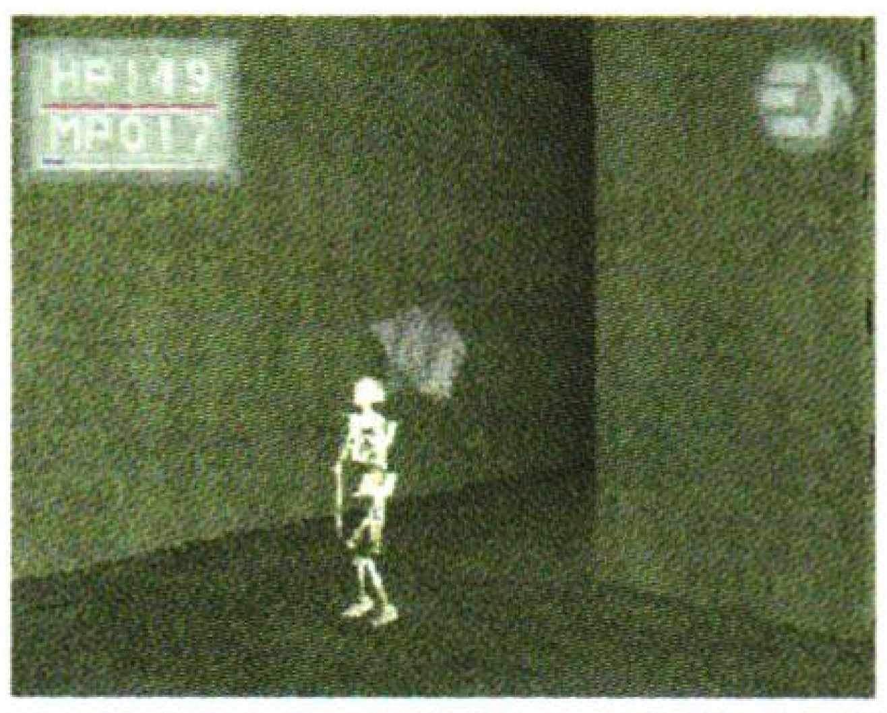
A great deal of innovation has been included in the King's Field sampler with many new features to get to grips with. One of the most intriguing new systems concerns knowledge. Basically this allows

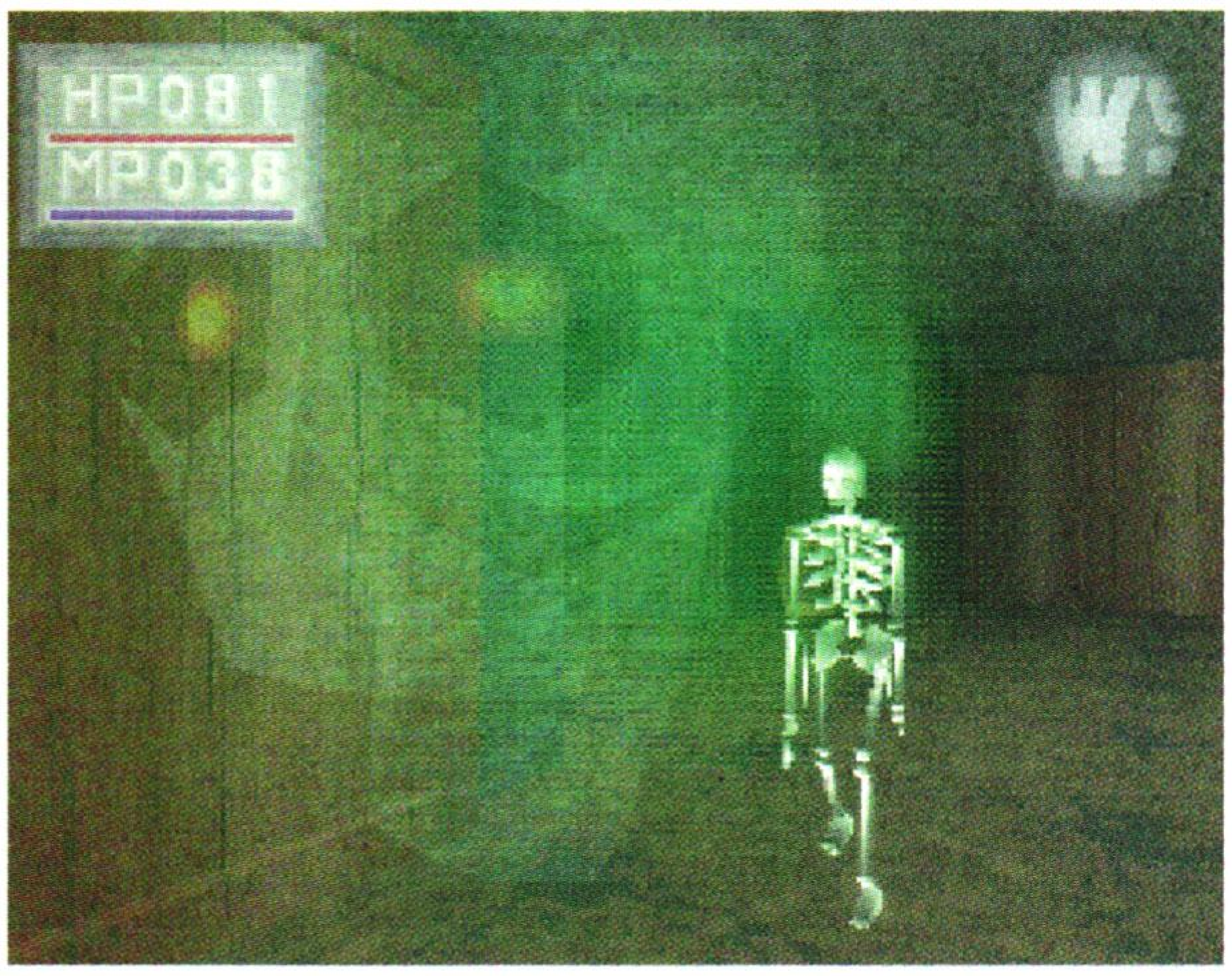


you to get information up on various artifacts that you collect during your quest. The more you play the game, the higher the knowledge meter rises, which basically means that you can discern the meaning of more objects. At the beginning of the game, this allows you to gain access to information on basic items only, but the more you play, the more information is siphoned off to you. Hardcore RPG players will be pleased to know that this hints system (another way to make the game more accessible) can be turned off.

NEW MEANIES!
The King's Field 3 Pilot Style disc effectively merges the old and new by incorporating adversaries from both the new game and the established King's Field 2.

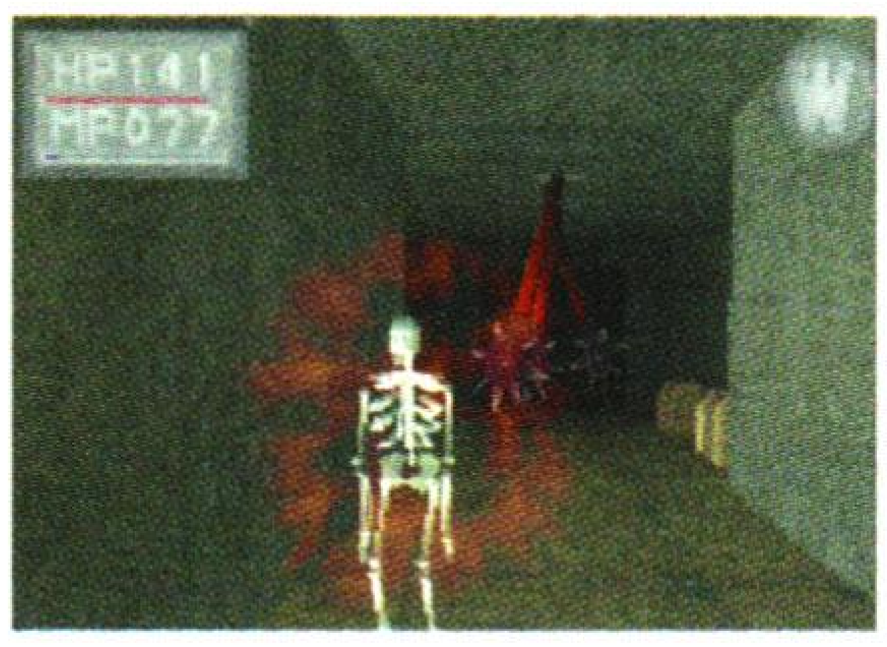
Gameplay enhancements make for easier-to-get-into role-playing!
All-new magic system makes for innovative spell-casting!



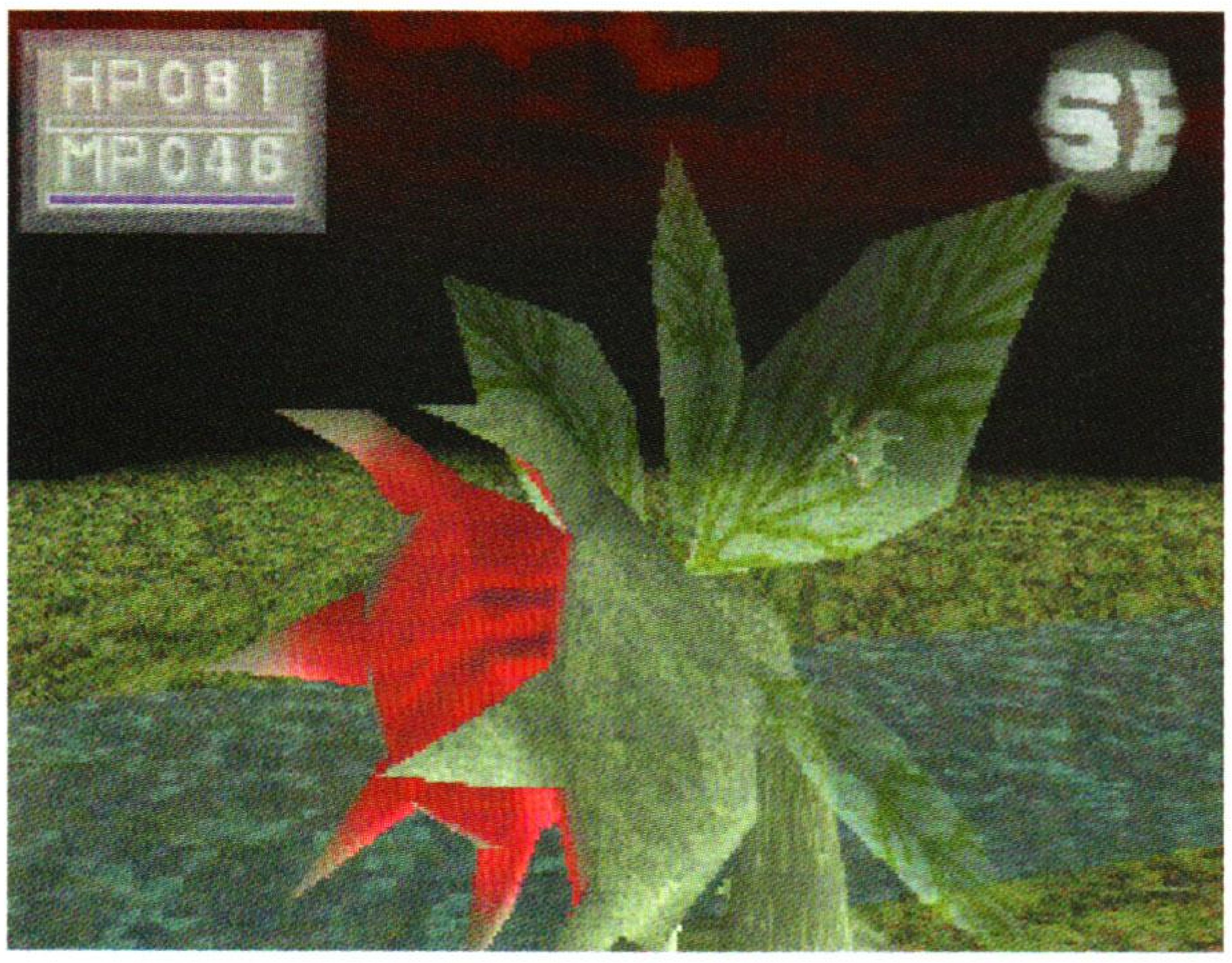


Another new feature concerns innovations in the buying/selling department. It's now possible to buy, sell and re-buy objects. In past King's Field games it was possible to accidentally sell a truly important relic - the loss of which would be disastrous to your game - in King's Field 3, it's not possible to get the object back, provided you can manage the financial out-lay.

One of most interesting additions to the King's Field formula concerns the magic system, which is now split into four different types, including Fire and Water. The more you use one type of magic, the more powerful you become with that type with new spells becoming available to you. You have to use the relevant crystals (for example, fire crystal for fire magic) in conjunction with your experience level to raise the level of your magical ability. The bad point in specialising in one type of magic only is that the others suffer as a result. The key here is to choose a magical system that works for you, specialise in it, but keep the others at a good constant level.

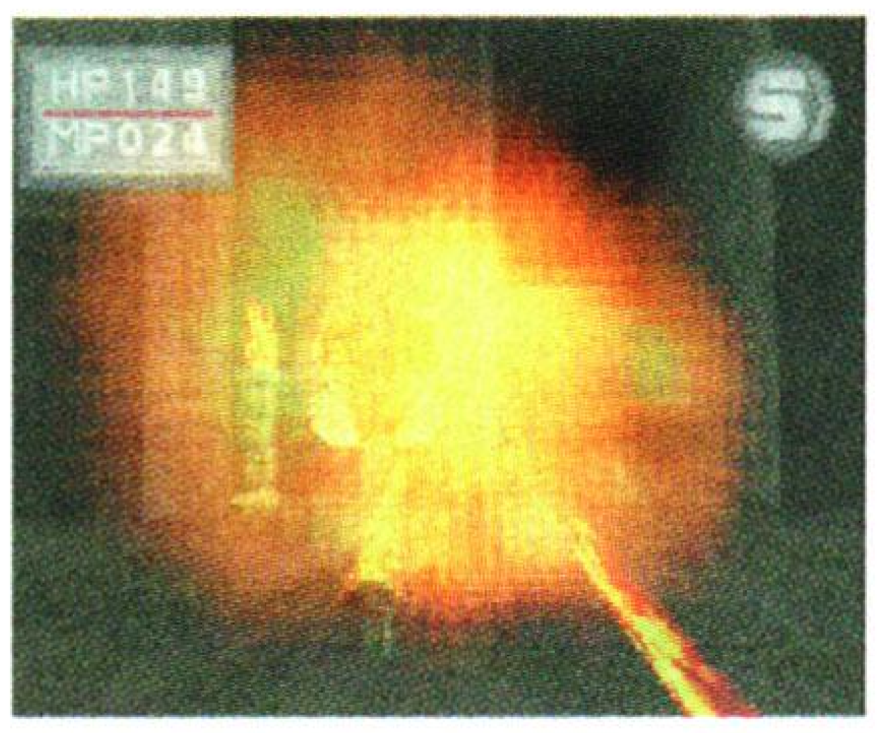


TRANSLUCENT ATTACKS!
The graphics in the King's Field 3 pilot look utterly sensational. Just check out the excellent translucent effects in the pictures above and to the right.



The Moon Light sword acquired at the end of King's Field 2 appears to hold a great deal of relevance in the new game. To begin with, despite its power, it is clumsy and unwieldy - this is actually because this prized item is only as worthy as the warrior who bears it. What this means is that as you gain knowledge and power in the new game, so the sword becomes more useful. Three levels of power are evident, each decreasing the weapon's recovery time and hitting for more damage. The four disciplines of magic also can be used in combination with the sword.

The arrival of the King's Field 3 Pilot Style disc has converted all who have seen it to the ranks of the game's fan base and it must be said that the entire team can't wait to see the final product. Roll on June...



MAXIMUM NEWS

IR "HOT TITTLES FROM JAPAN"
IMPORT ROUND-UP
VARIOUS ALL GAMES AVAILABLE NOW IN **JAPAN**

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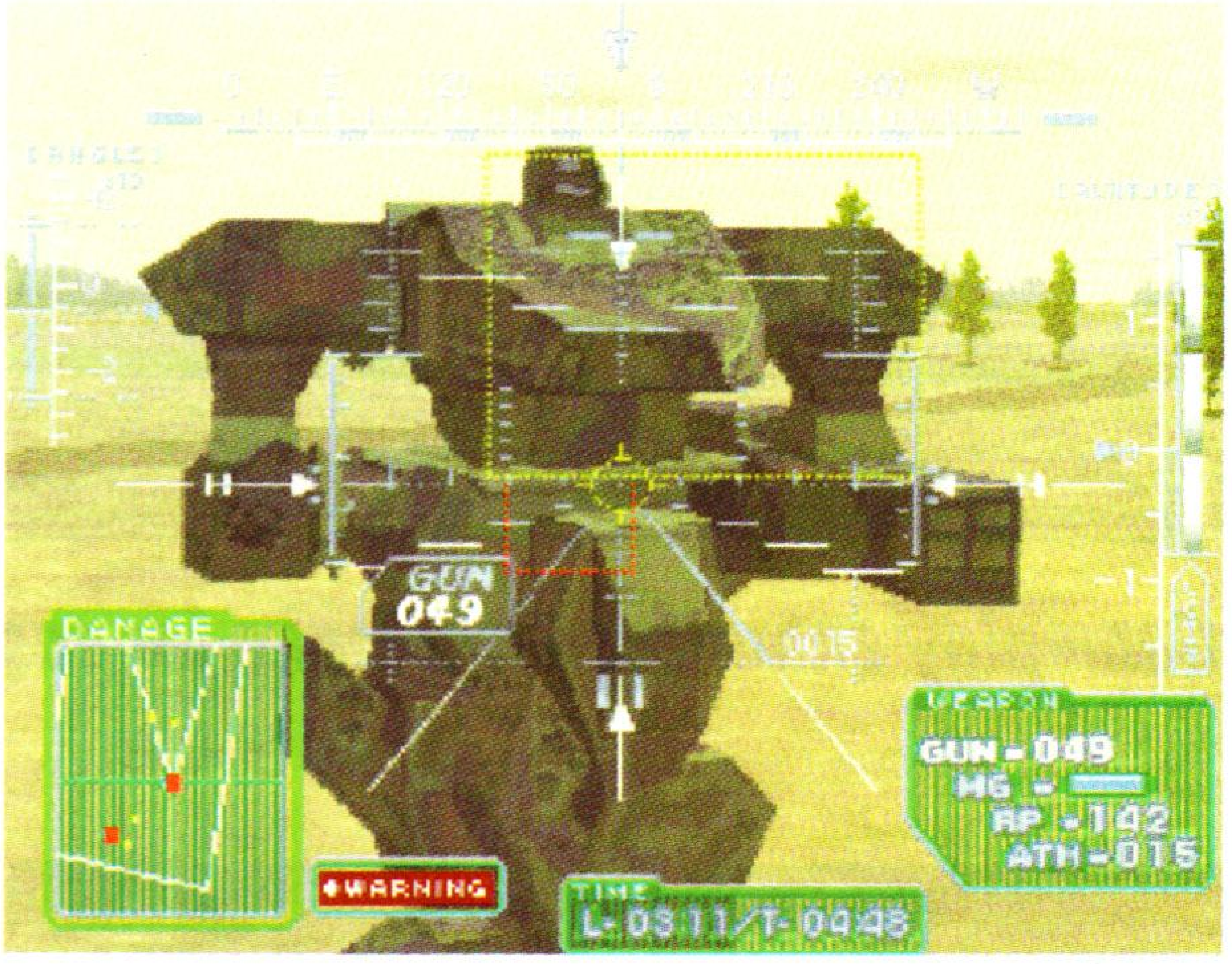
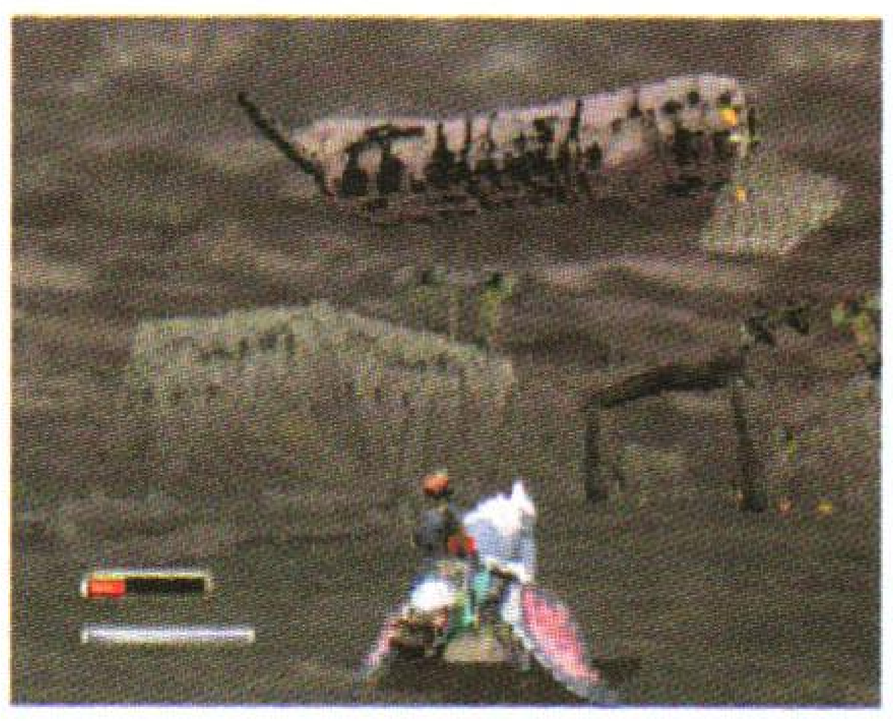
SOFTWARE FROM THE FAR EAST

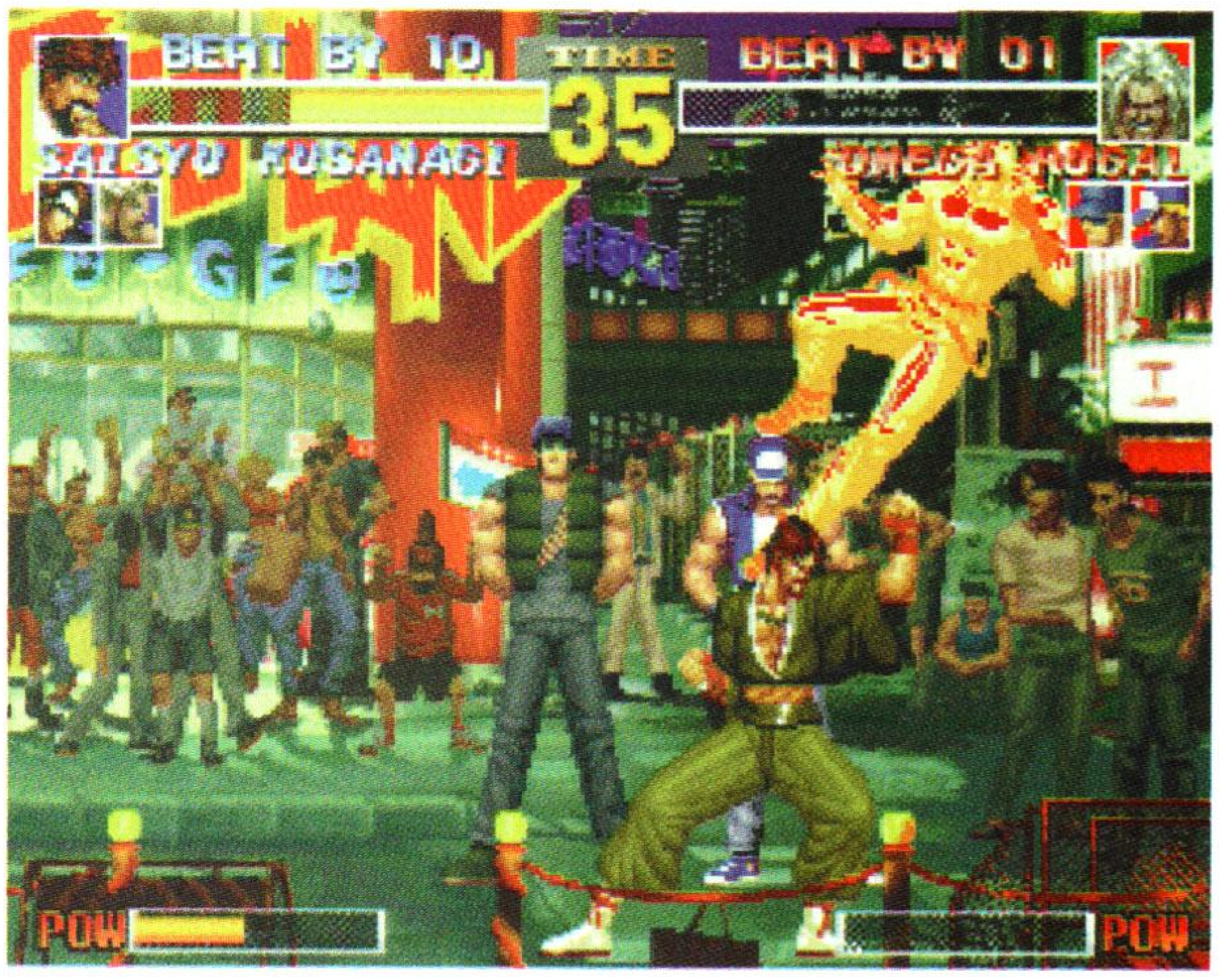
The months of February and March promise a veritable goodie-bag of exciting wares. usually we'd be rounding them all up in format specific features, but oddly enough, most of the games have been featured in Extended Plays or news features this month. So, this page will round just about everything with appropriate pointers to the relevant sections of the magazine.





SATURN TRIPLE WHAMMY!

Sega Saturn owners who are in for a bit of import action can look forward to a trio of utterly incredible videogames, all of which demand immediate purchase. Topping the list is, of course, Panzer Dragoon Zwei (a rather fine Extended Play begins on page 102) - which demands purchase. We've had the finished version for about a week-and-a-half now and it's utterly amazing. Despite having completed it over 20 times, each time we find something more (wait until you see the SkyDart dragoon!) that just keeps on bringing us back. And you can never tire of those graphics. Out on 22 March in Japan.

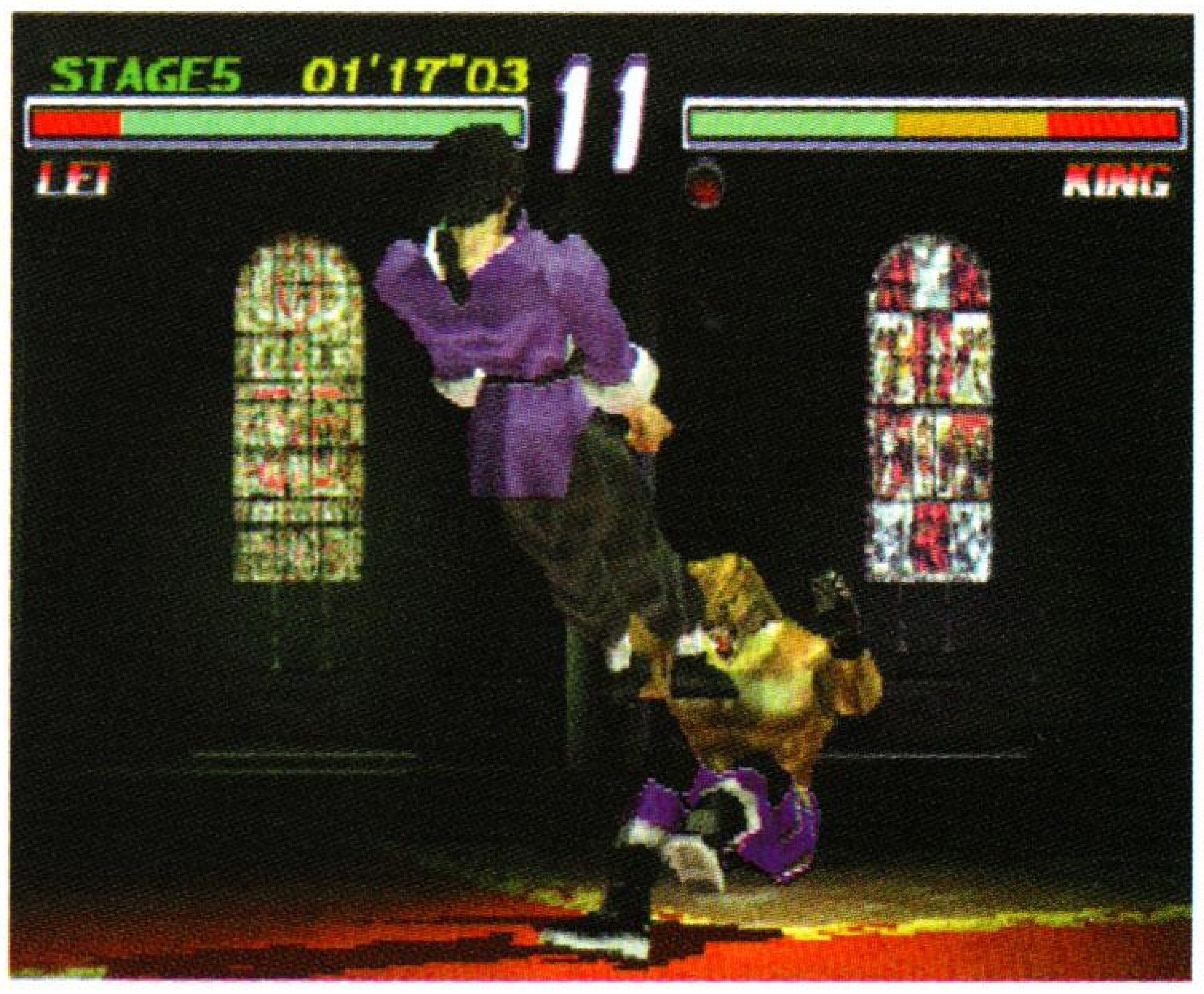


Next on the list is Game Arts Gun Griffon: The Eurasian Conflict (Extended Play on page 86) - which is a game that many people are saying is what Krazy Ivan should have been. A 3D blaster with hod-loads of strategy and depth, this is another MAXIMUM recommended buy.

Finally, we really do suggest taking a look at King of Fighters '95 (see news on page 132), which is a combat game with unparalleled depth. Comparisons with Street Fighter Alpha are inevitable, and the Capcom game probably comes out on top. But just by a whisker. Fighting game fans must see SNK's debut effort though.

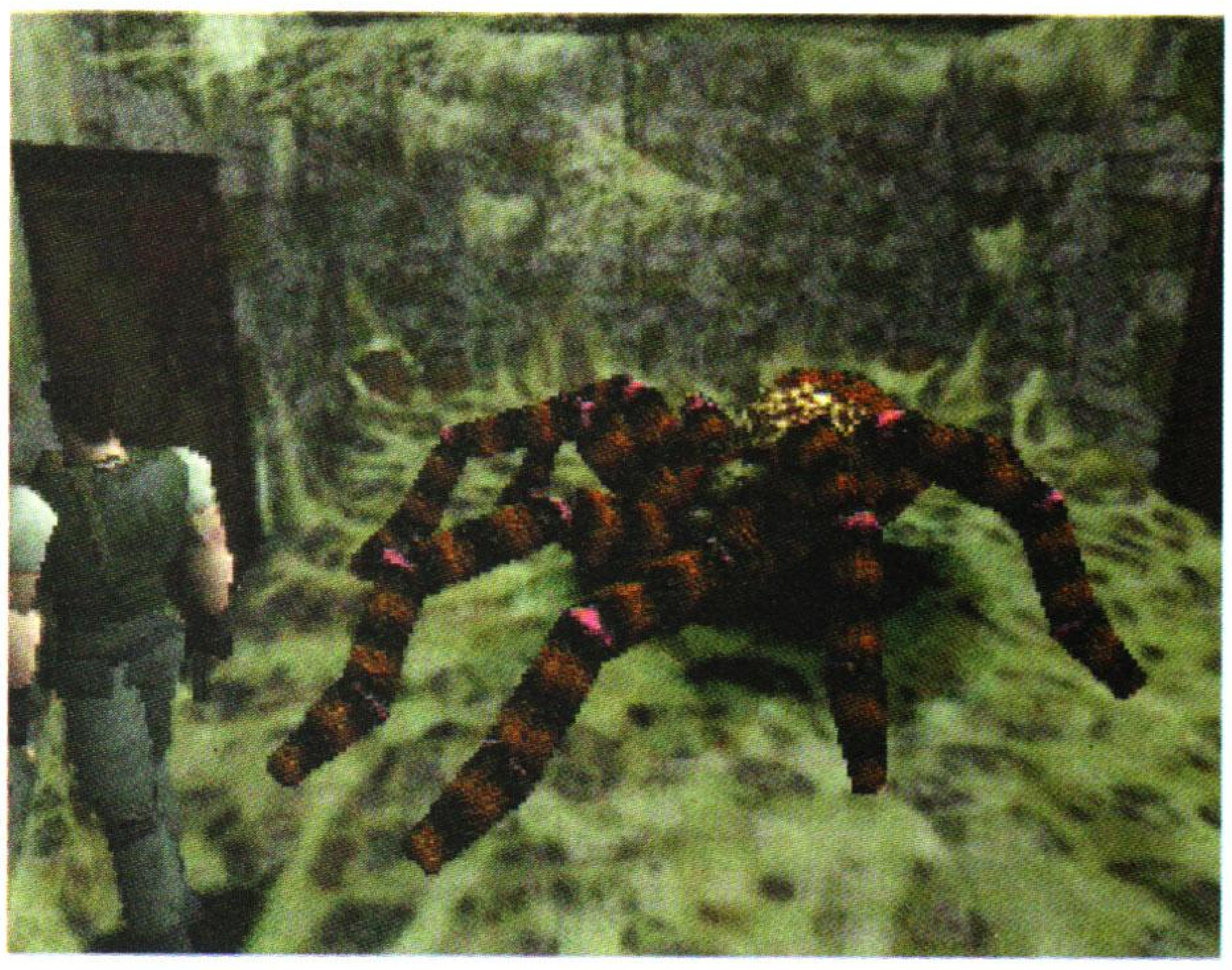
Other games out and about: the Gradius Deluxe Pack (which is never going to get a UK release) and the first link-up game - Gebockers. The latter title had potential but in actual fact it's a tragedy - awful gameplay and 32X-level graphics make this one to avoid like the plague. Please. Even the link-up modes are rubbish.

A multitude of truly stunning titles are available from your importer right now! Tekken 2 and Panzer Dragoon Zwei are the current top imported titles!

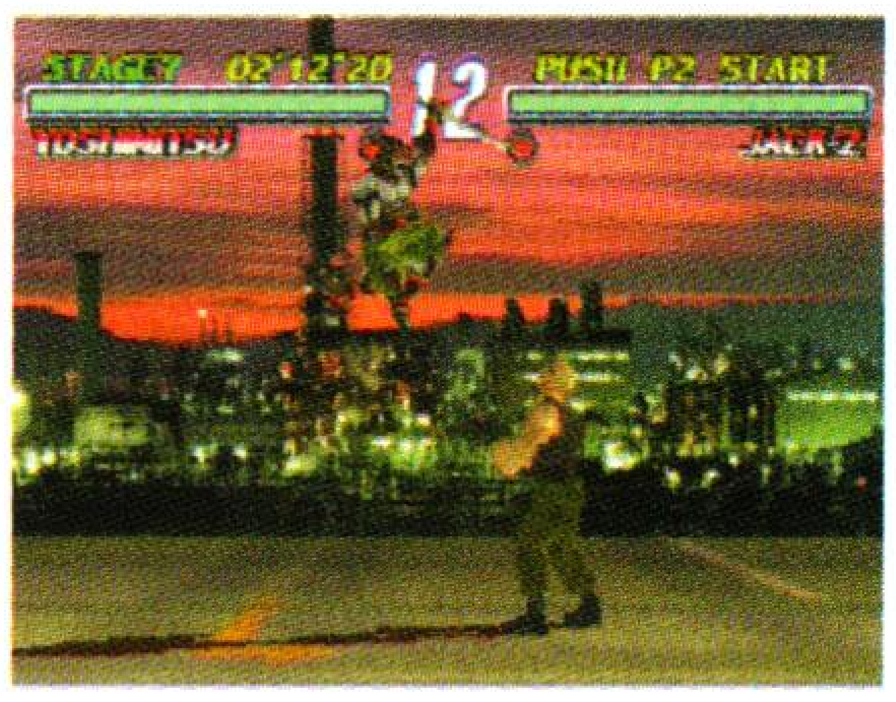


PLAYSTATION POWER

After months of moaning about the lack of truly classic PlayStation software, we can finally look forward to some truly monumental releases. We refer of course to Namco's Tekken 2, which is the focal point for this Namco-themed issue. You want arcade-perfect? Well, it isn't. Sorry. In actual fact, it's a whole lot better. Namco have taken the coin-op, improved the music and added in huge amounts of modes only available on PlayStation. Importers will be charging vast sums for this one (but you won't regret buying it). Tekken 2 is out on March 29, exactly one year after the original.



Closely following in the wake of Tekken is Capcom's stunning Resident Evil (or BioHazard as it's known as in Japan). We've covered it in depth in news pieces in issues #2 and #3, but suffice to say that this 3D gorefest is massive. Hence the enormous Extended Play we're putting together for issue #6.



Other goodies to look forward to include a PlayStation Gradius Deluxe Pack (March 29, news piece next issue) from Konami as well as a follow-up to their J-League Winning Eleven game (out March 16).

A sequel to the ideas-packed graphical feast that is Motor Toon Grand Prix should also be in stock at your supplier by the time you read this. We haven't been able to get a look at this one yet, but let's hope that Sony's in-house developers can improve on the gameplay-deficit evident in the first game. Here's hoping...

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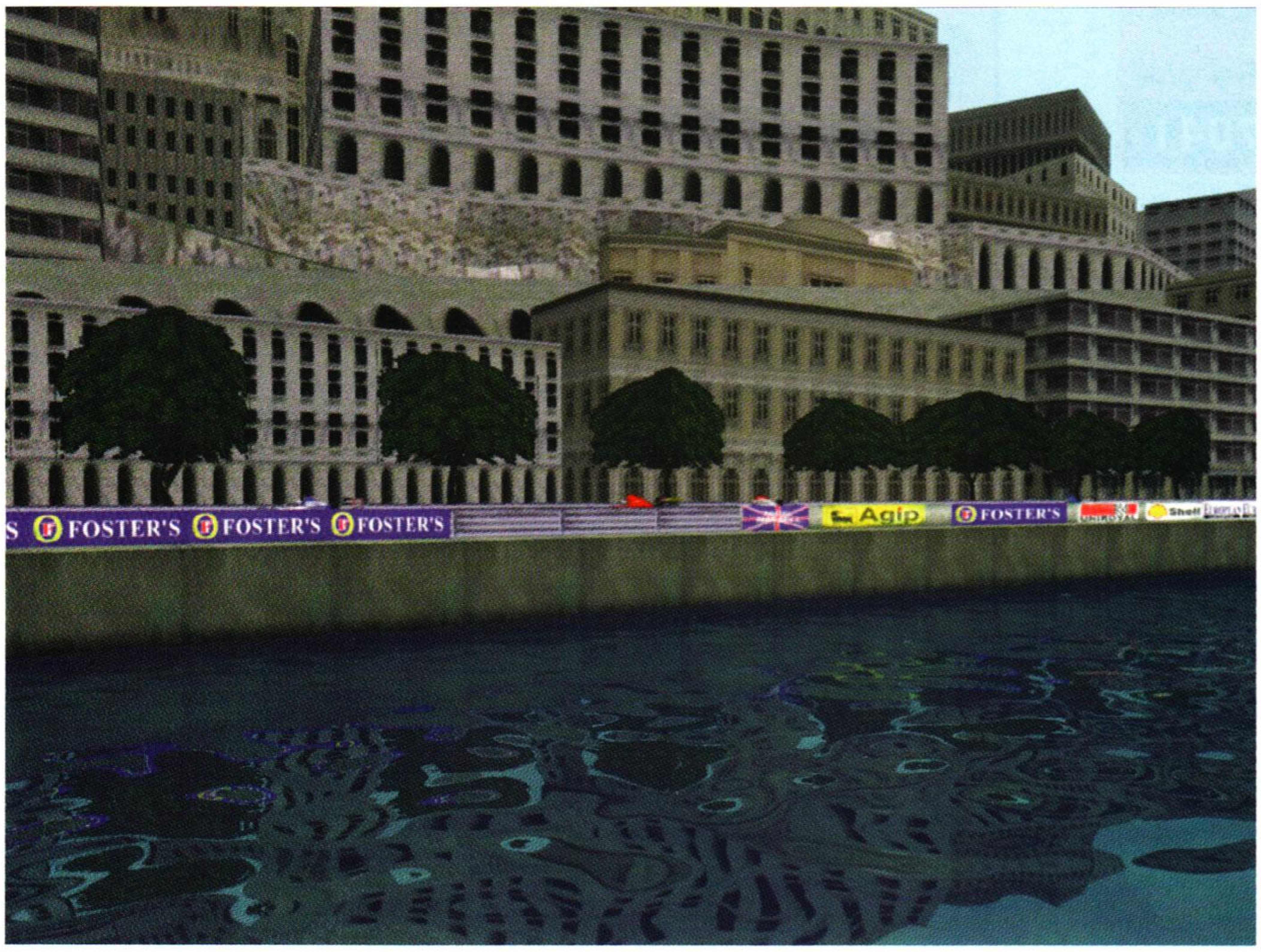
MAXIMUM NEWS

PS MORE AWESOME SCREENSHOTS!
FORMULA 1
SIE DUE FOR A **UK** RELEASE IN **JULY**, PRICE UNCONFIRMED

THE ULTIMATE FORMULA

FORMULA 1

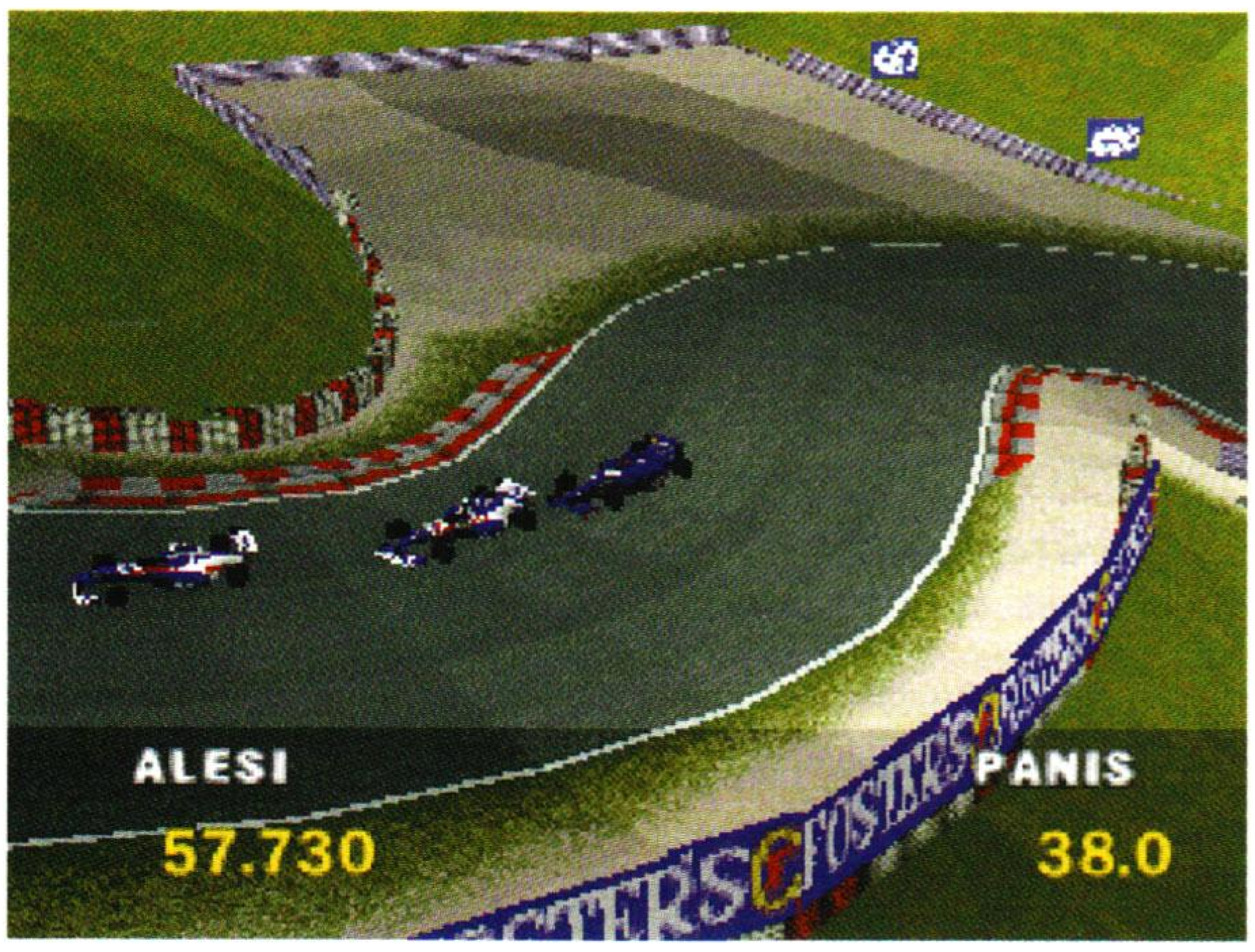


Right from the very beginning, MAXIMUM has been following the progress made by Psygnosis on what is potentially their greatest PlayStation game ever - the officially licensed Formula One game. A lot of progress has been made since the initial report in issue #4 of this fine tome, so we thought a grand four-page spread would be the order of the day.

Last month we saw a very early pre-Alpha version of the forthcoming classic from Psygnosis. Formula One was in an extremely early stage of development and you could only drive around one, totally unfinished track. However, even at that early stage, **MAXIMUM** was convinced of the game's potential and after checking out the design specs of the game, there was no doubt in our minds that the title has all the potential for taking pole position in the great battle of the PlayStation racing games.

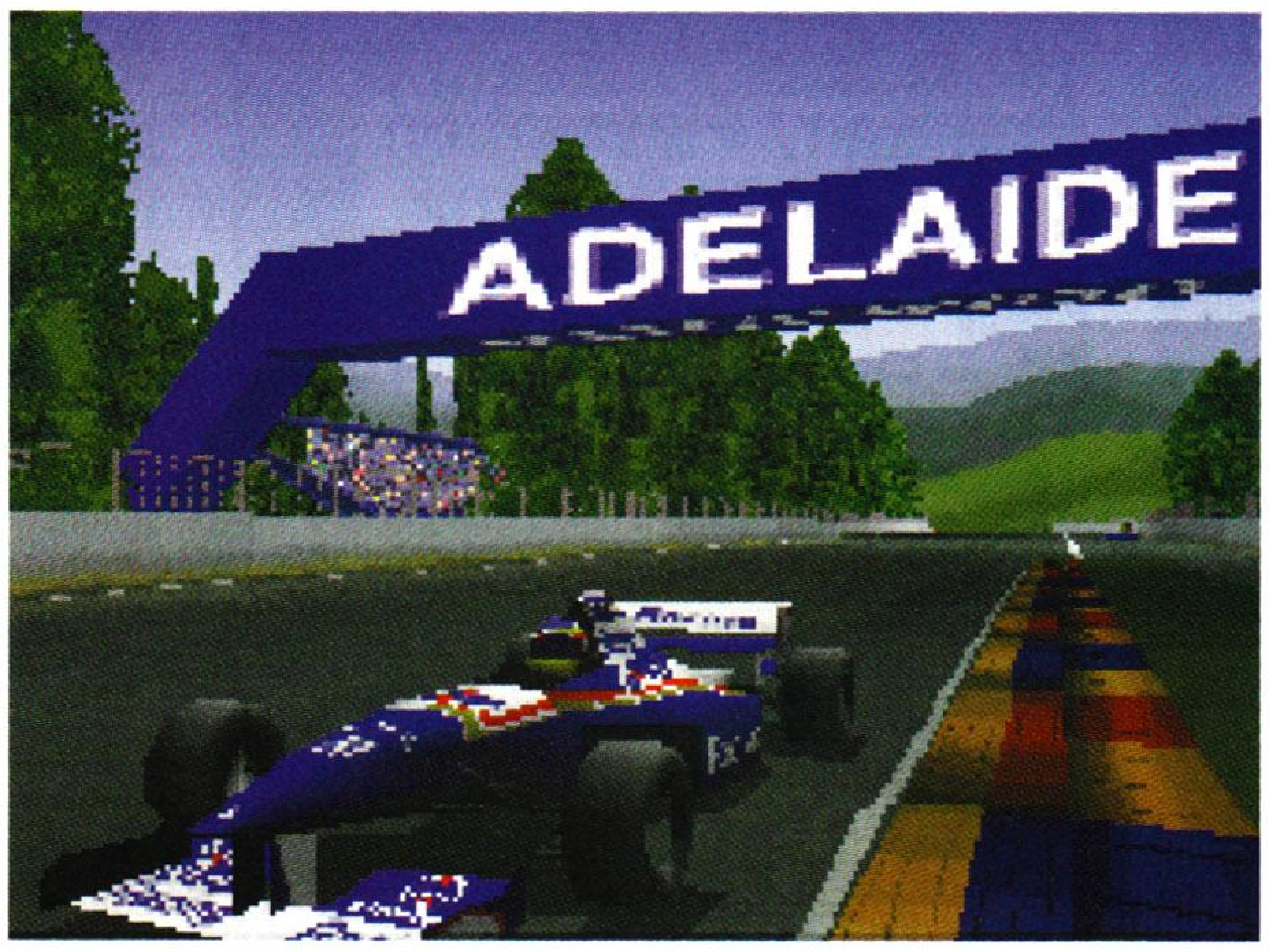
Just four weeks later and the game has been completely transformed. All of the tracks are nigh-on complete and Psygnosis have burned a four-track playable Alpha which looks utterly fantastic. It is from this version that these latest, stunning screenshots have been culled. The trackside detail now makes each course look uncannily like the real thing and now every single Formula One roadster races around the course at the same time, with the player able to view the game from every single driver's perspective. Also, it would seem that the models for each car are now complete - and as you can see from the shots, the amount of detail that developers Bizarre Creations have included is truly exceptional. The entire shebang still runs at 30 frames per second - that being the same as the turbo-powered Ridge Racer Revolution.

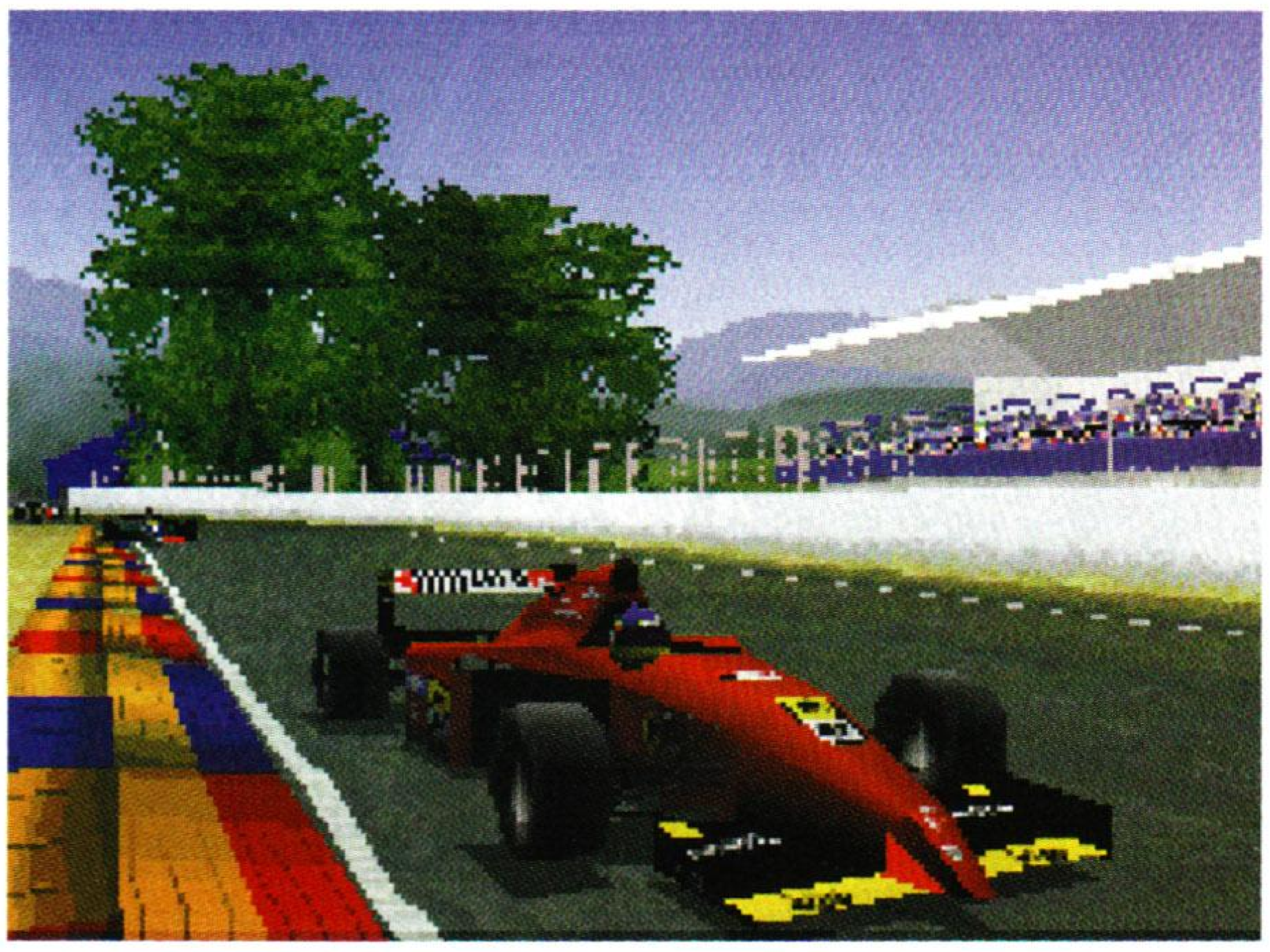
Formula One just gets better and better as development progresses! Psygnosis take pole position in the driving genre race!

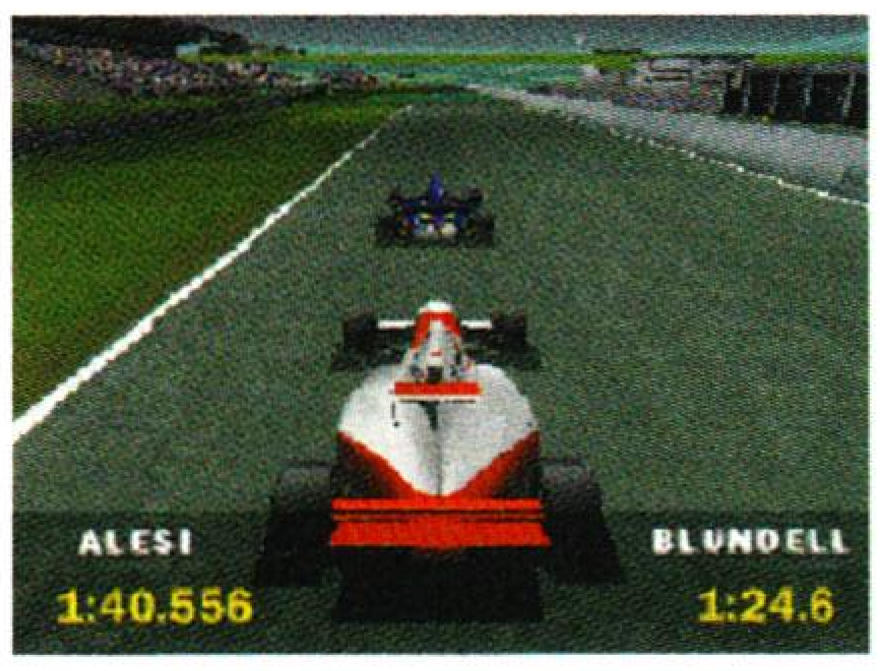


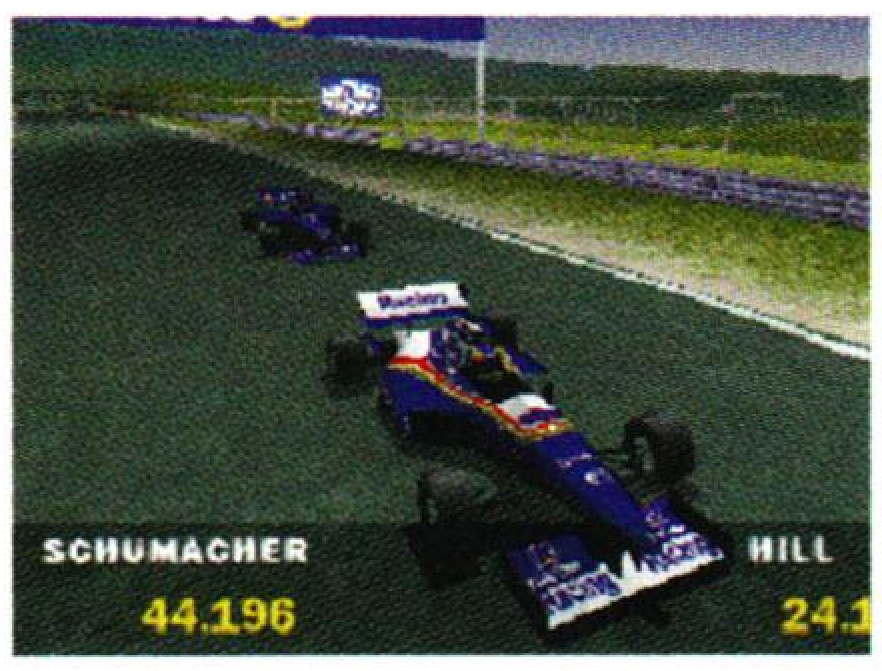
The camera work looks excellent. Bizarre Creations have prided themselves on reproducing the same angles as seen in official Formula One TV coverage, and combined with the excellent sound mixing (such as the Doppler effect as cars screech by), the result is frankly superb. The entire race is recorded in memory, allowing you to view replays from just about anywhere on the track. Full zooming action (which you don't get with TV Grand Prix coverage) is also included and working a treat.

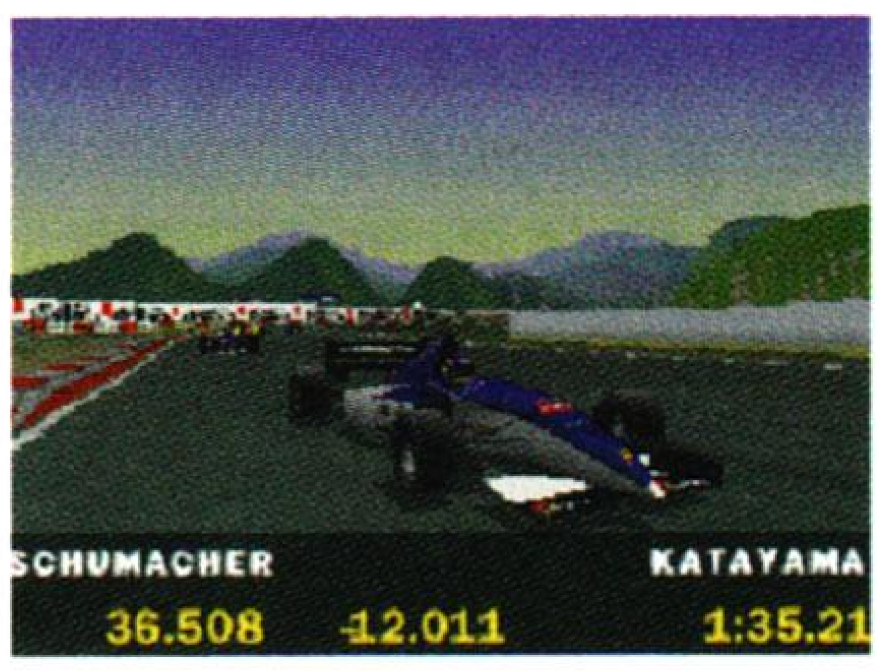
TRACK RENDERING
Bizarre have created their own map editor with which to produce stunningly accurate F1 tracks. Rather than spend huge amount of time on producing each track by hand, the effort was put into making the creation process easier.

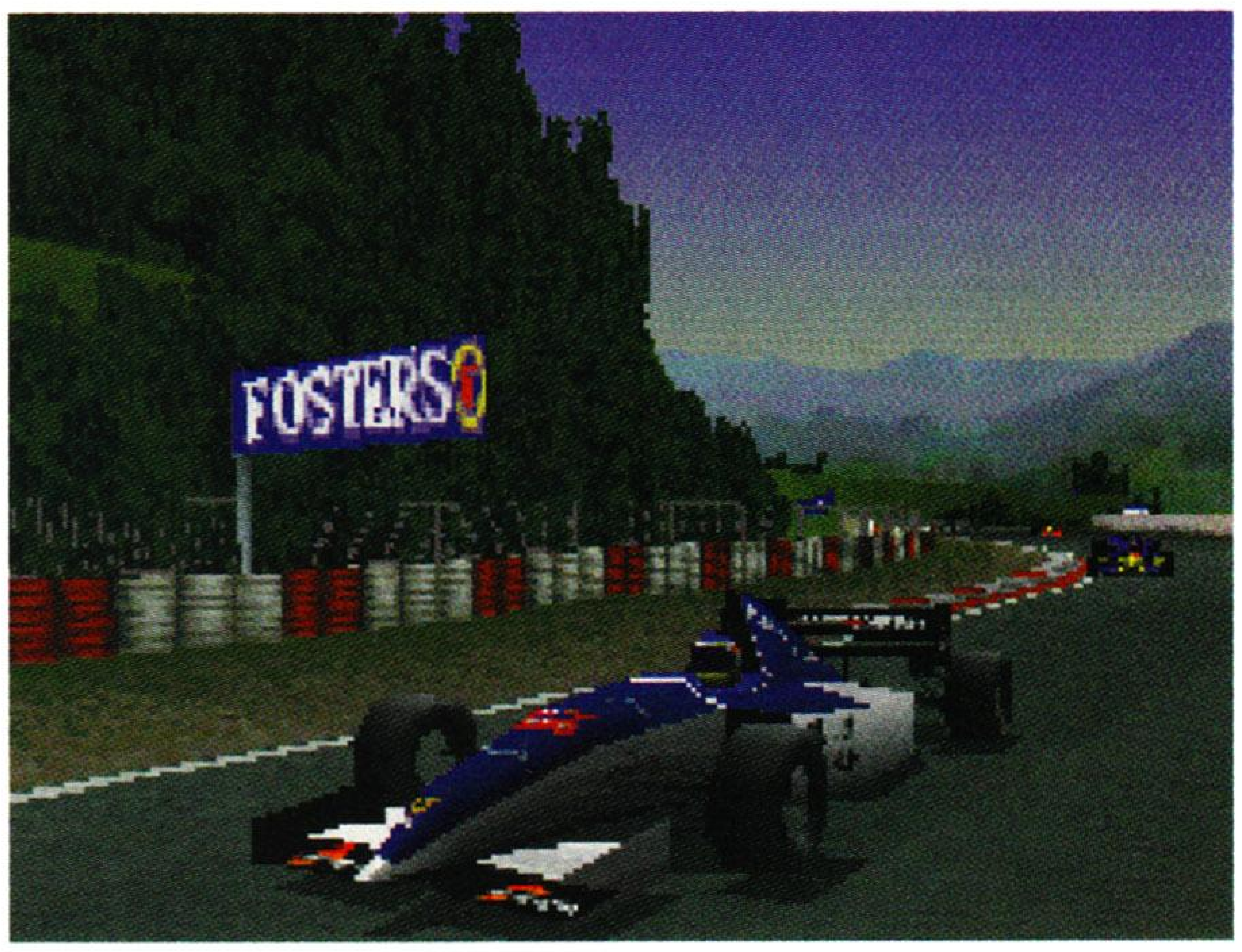


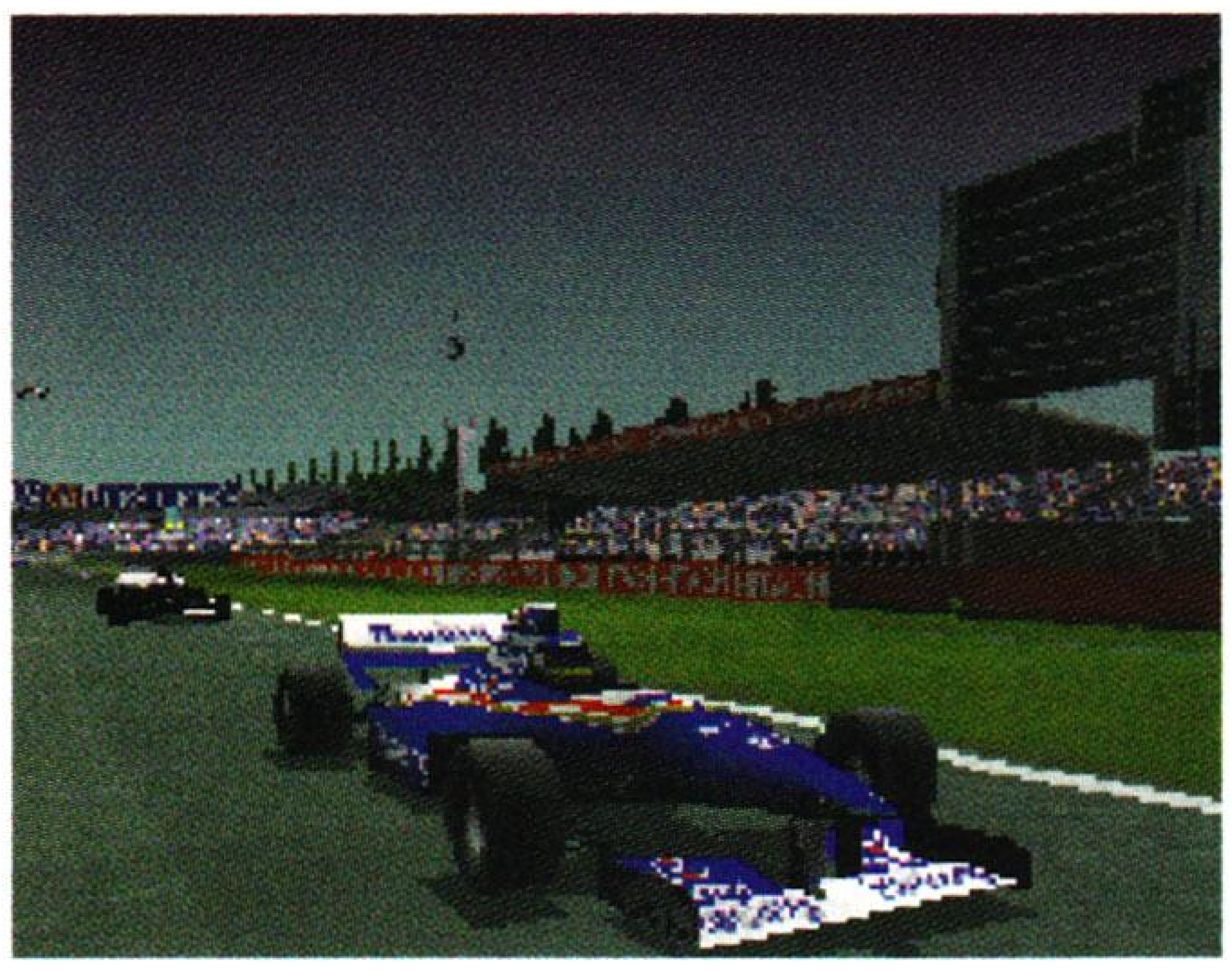












Let there be no doubt - this title is in a league occupied by the most excellent software around, we're talking Tekken 2 and Resident Evil territory here.

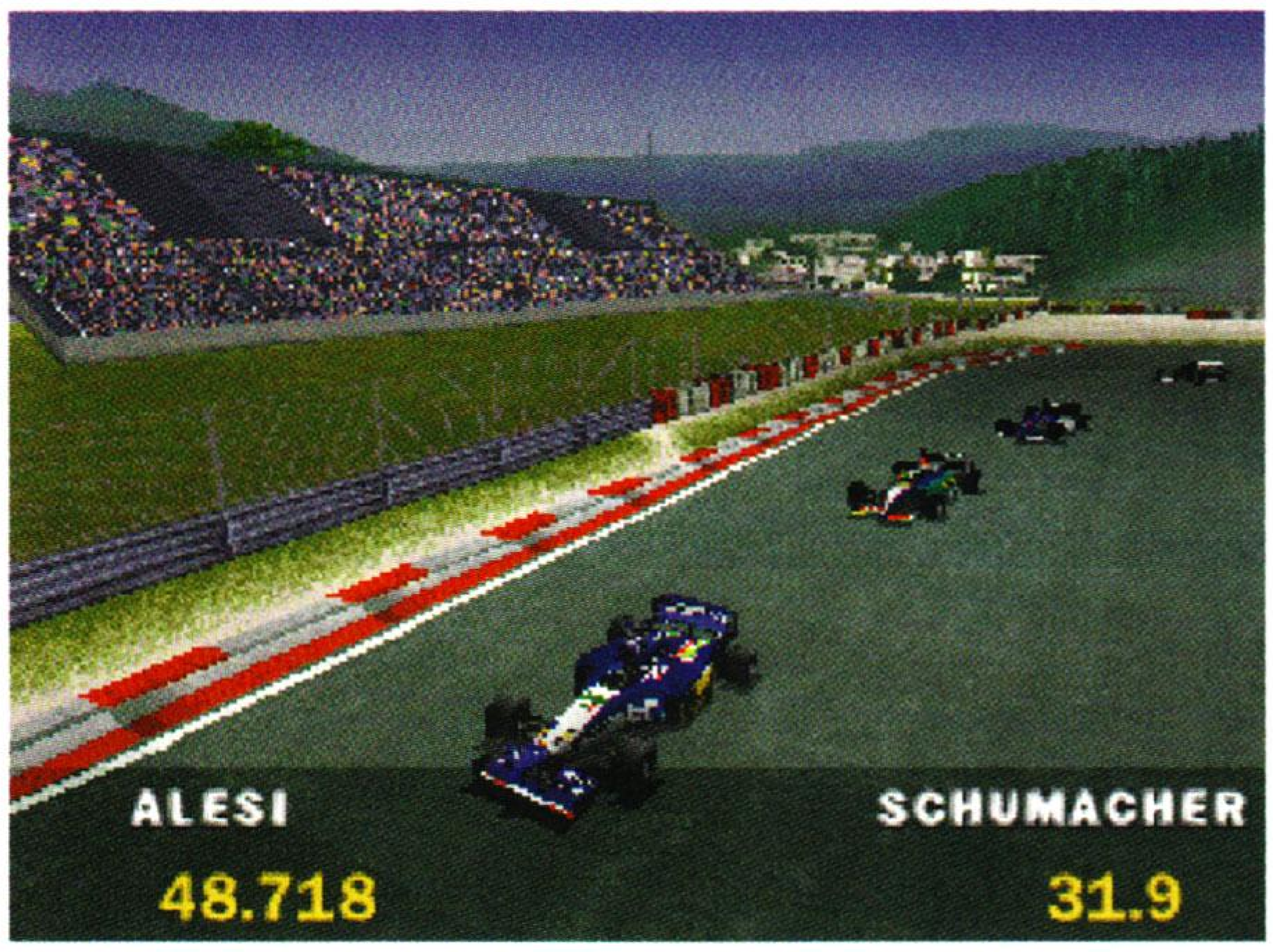
The two distinct modes of gameplay have been included, but tweaks still need to be made before Psygnosis are happy. Already, it's pretty clear that the company have succeeded in their efforts to appease both the arcade and simulation fans. Arcade mode could have been a basic Virtua Racing clone, but Bizarre have managed to exceed the exceptional efforts made by AM2 in their seminal racing game (it might interest you to know that AM2 based the VR car's performance on a Bugatti road car as opposed to a real F1 vehicle). The simulation Grand Prix mode hasn't been finalised at the time of writing, but the level of realism this introduces goes beyond the mere mechanics of the car - in this mode, when you turn a corner, the whole display tilts if you're using the internal view. Pretty hot stuff eh?

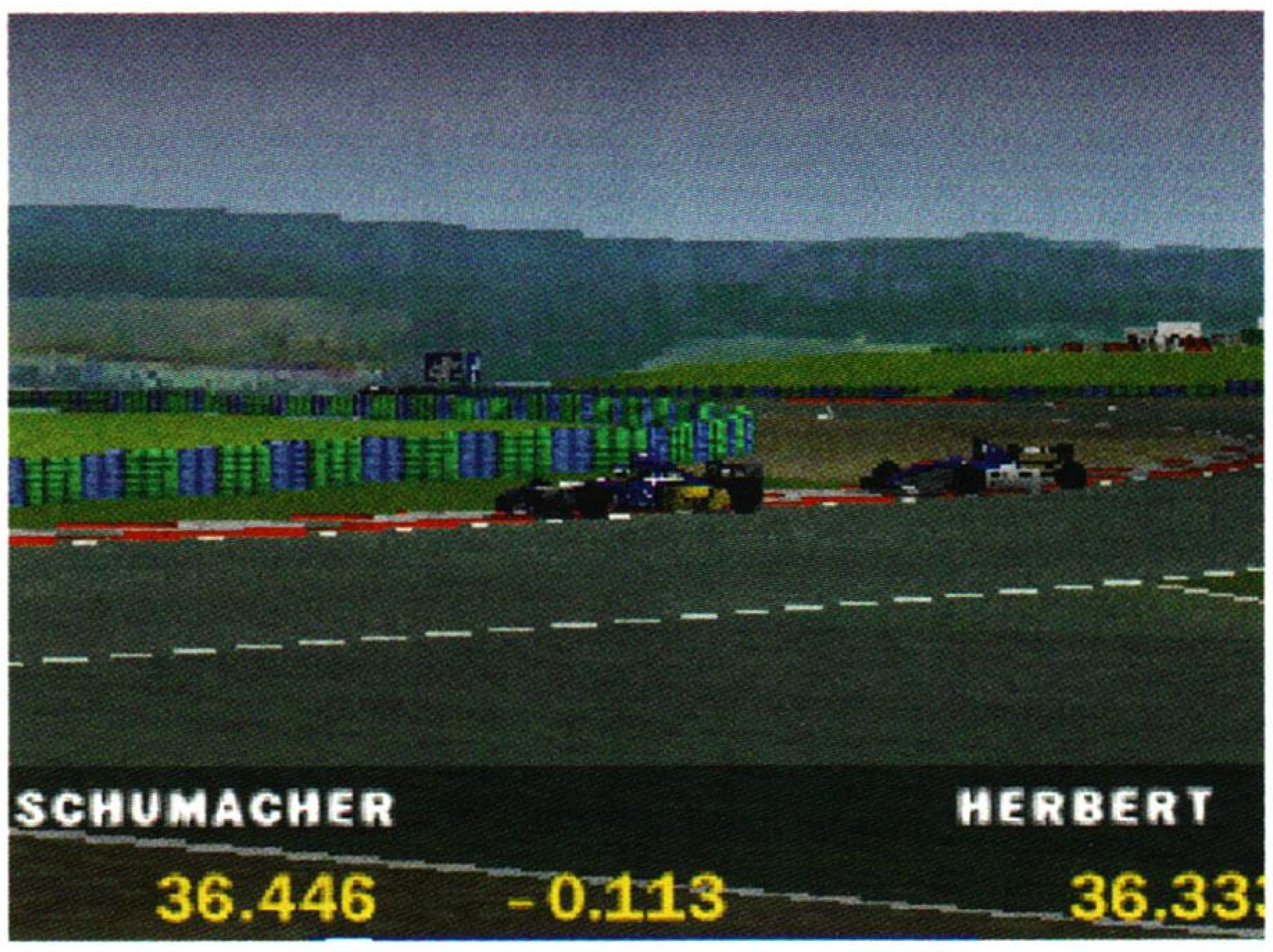
This mode of the game also has the player looking after aspects such as tyres, refuelling, qualifying, weather and car damage. This promises to be the more fulfiling of the options in terms of the game's longevity and will also go down extremely well with the true F1 fans.

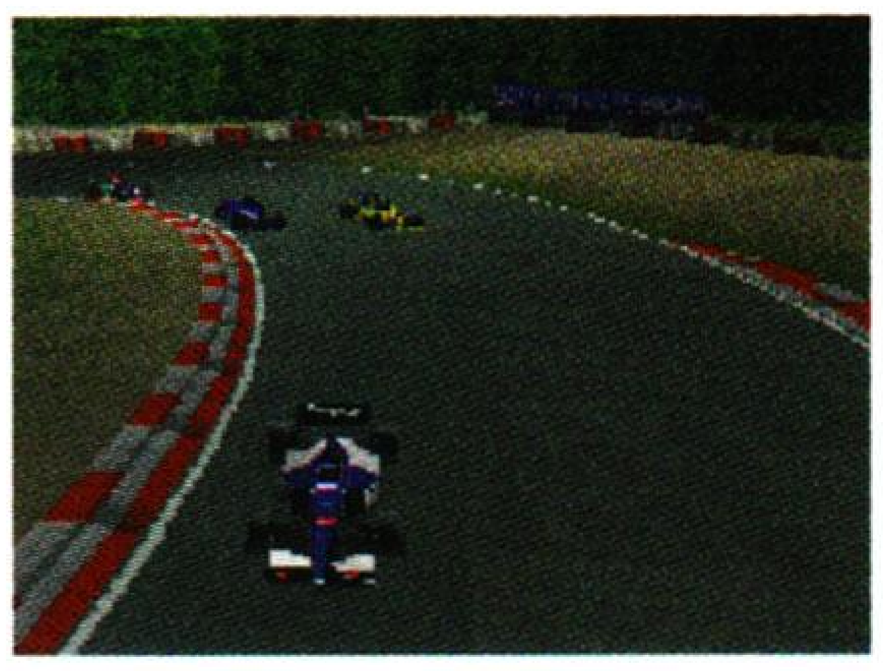
What isn't present in its entirety at the moment is the much-vaunted Murray Walker commentary. You get a taster as the track is selected and this sounds great, but the complex task of integrating the dynamic memory/CD track splicing has yet to be incorporated into the demo code. This cunning system has the potential to create uncanny commentary by combining oft-used phrases (driver's names etcetera) with more individualistic phrases, which are added on to the end using CD.

EXCELLENT 3D
The PlayStation's 3D capabilities have never been in doubt, yet Bizarre have seemingly created the most packed display to date, with a super-smooth update.

A multitude of perspectives to astound players of this stunning sim! Now in the Alpha phase of development, Formula One is looking great!





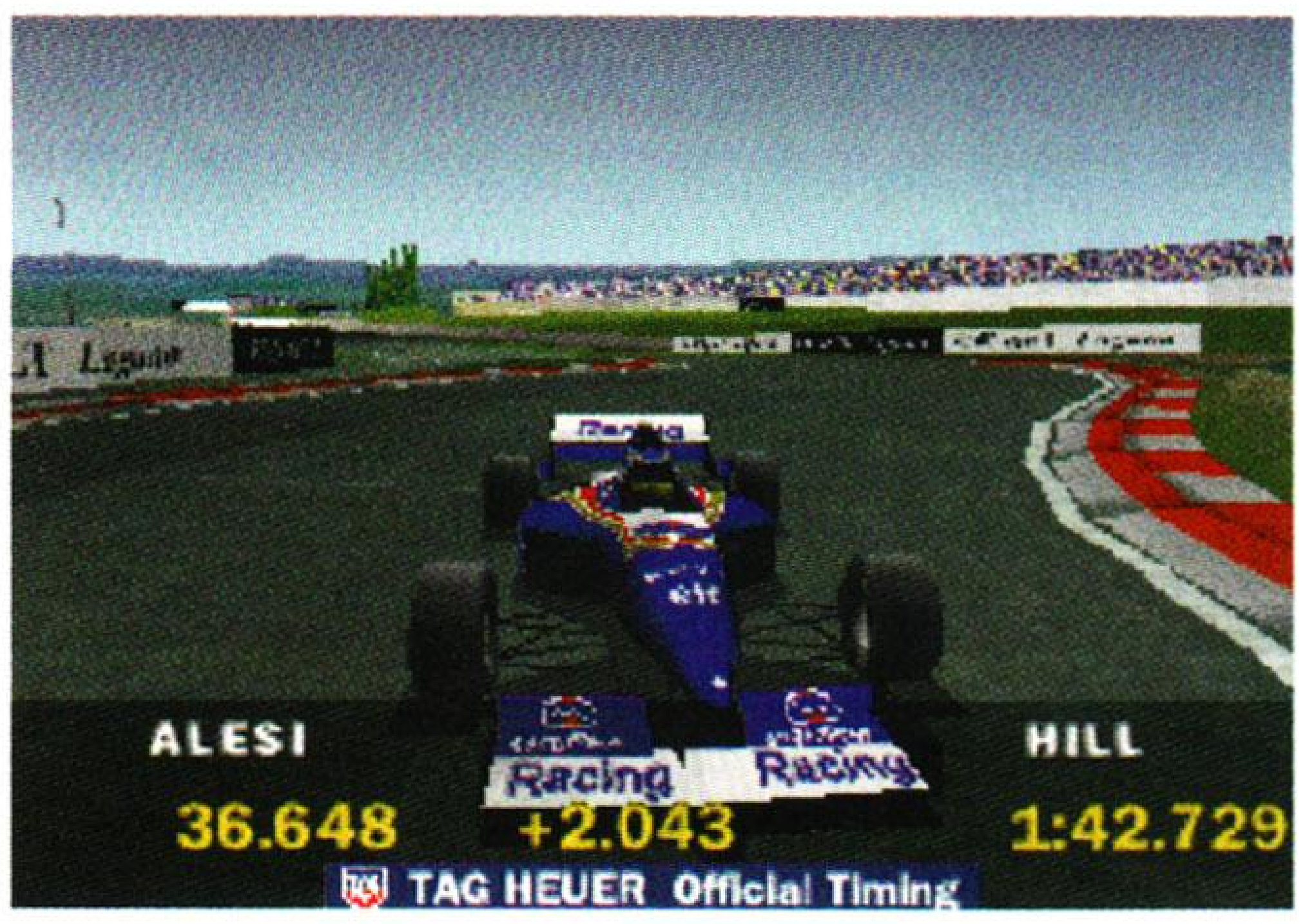


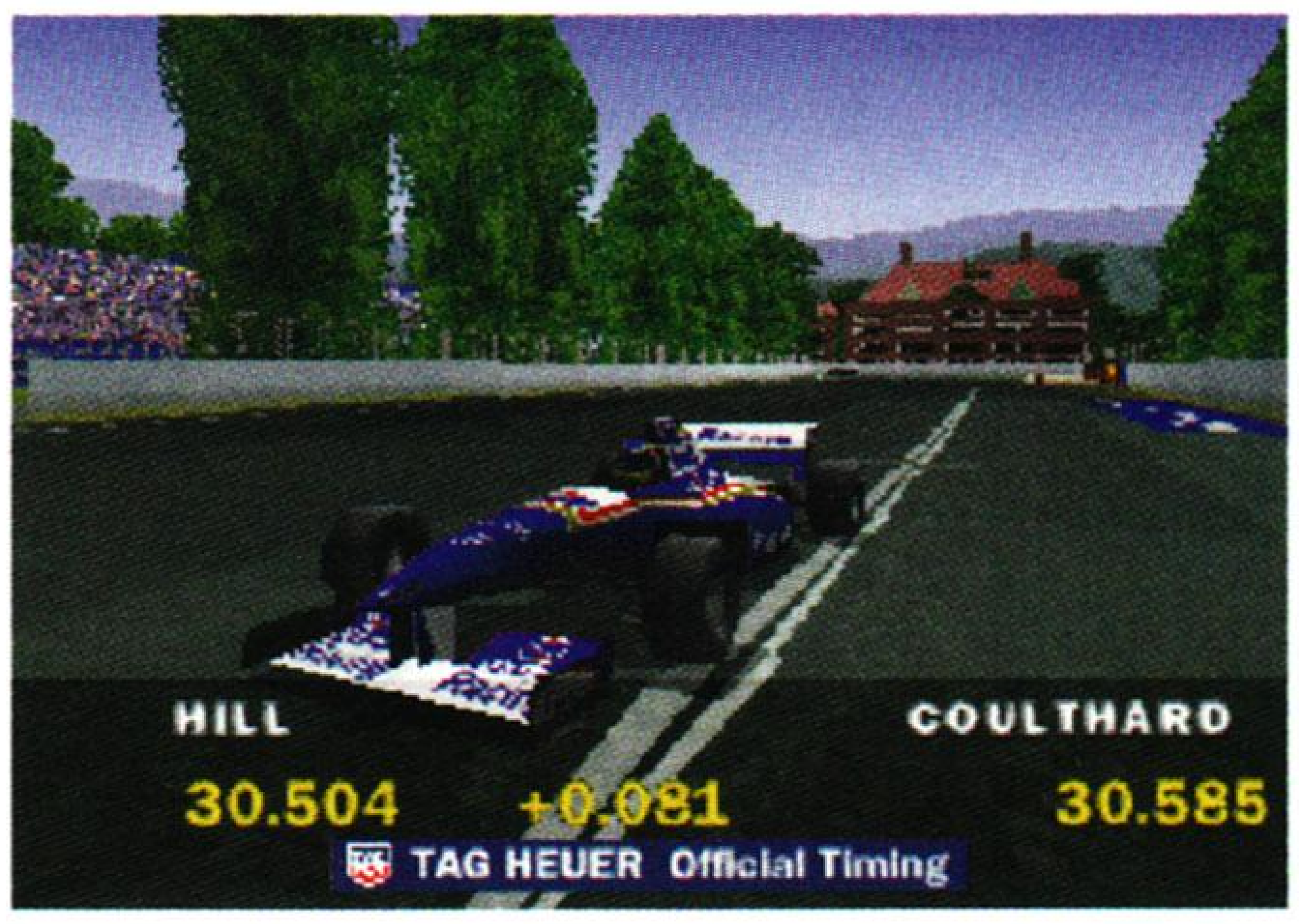
NEED FOR SPEED
No matter how many cars are on-screen, the game manages to keep running at a steady 30 frames per second. A most impressive achievement indeed.

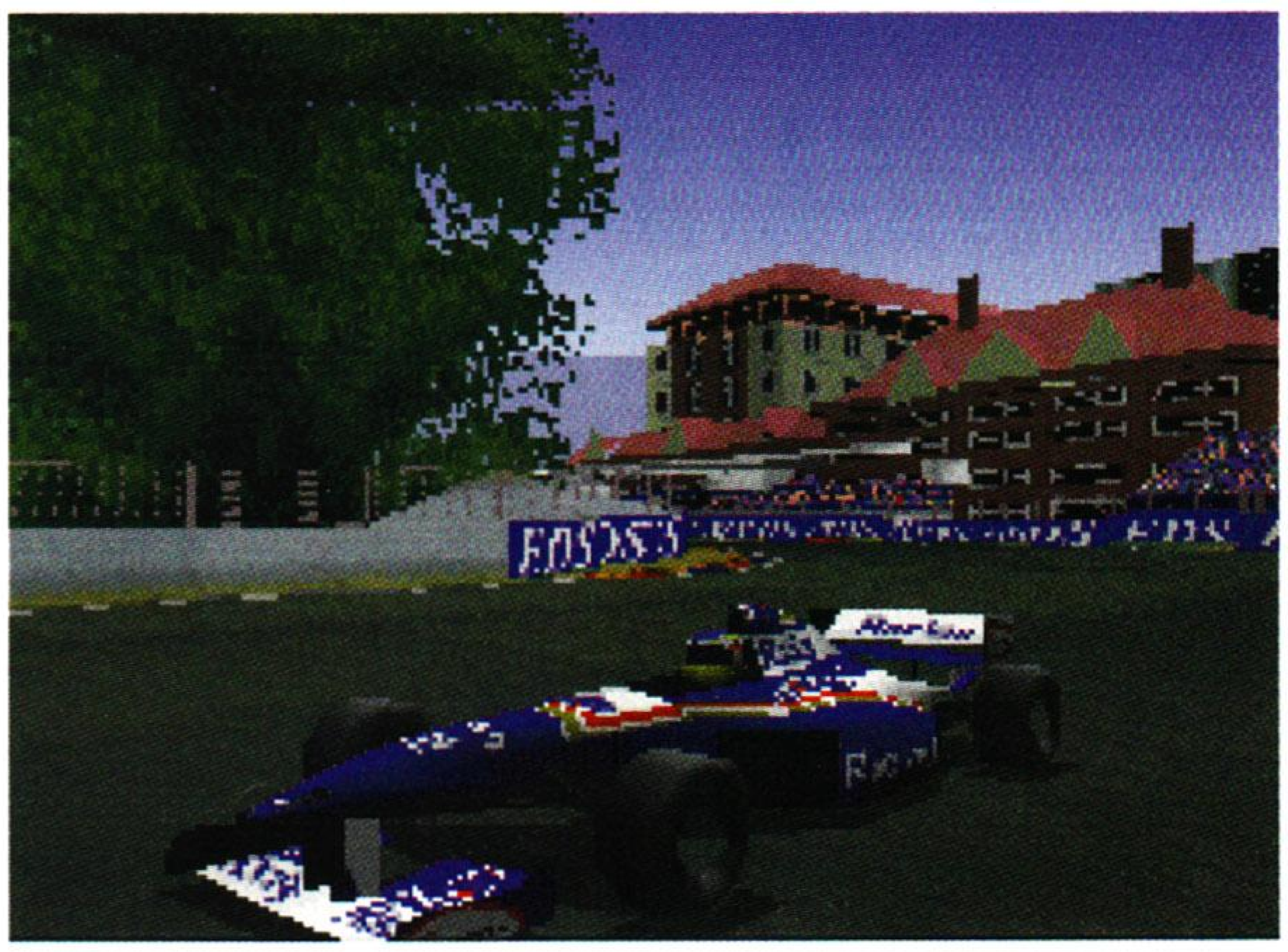
The US and UK markets get to benefit from the dulcet tones of Mr Walker, whilst European gamers get a commentator dependent on which country they live in (four additional languages are planned). The licensed music has also been finalised - Joe Satriani obliges with Summer Song and Back to Shalla-Bal, whilst the legendary Steve Vai proffers Juice.

So, it would appear that Psygnosis have everything covered - the

MOTOR MODELS
The cars as you see them here are pretty much as they're going to appear in the final product. Around 450 textured polygons create these impressive visuals.

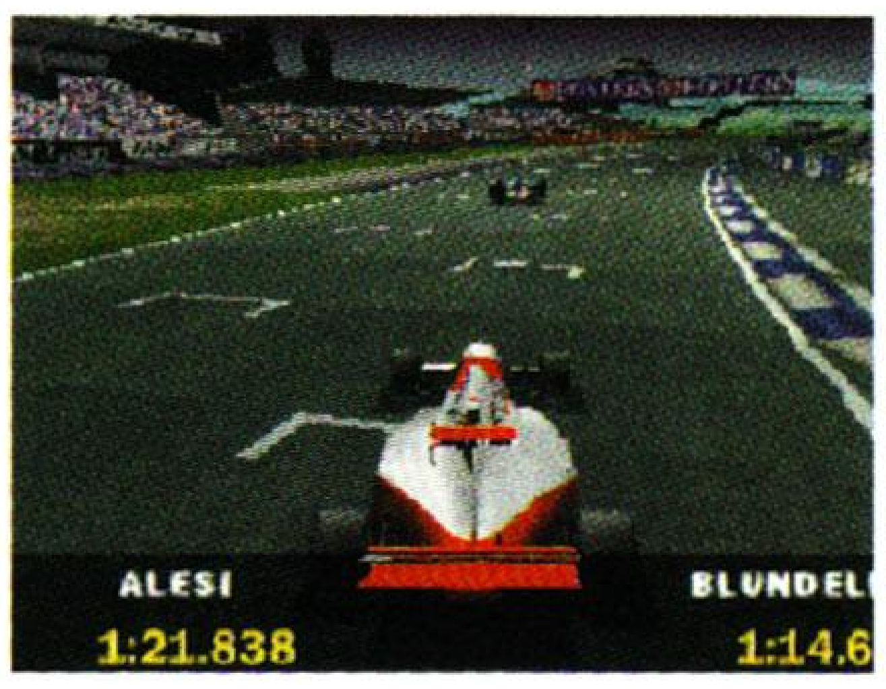


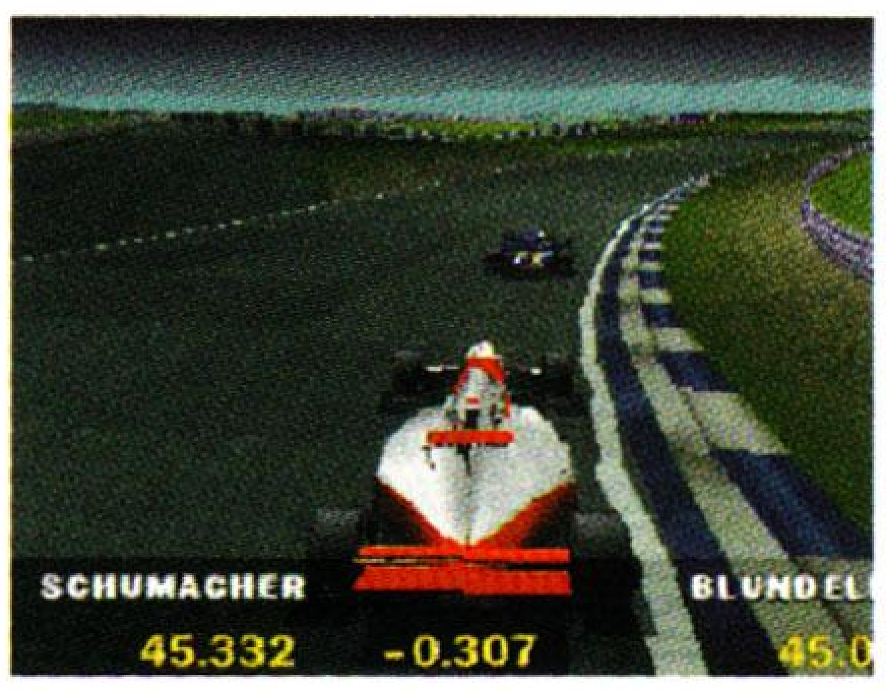




GOURAUD EXCESSES

The PlayStation is great at Gouraud Shading, and this is used to excellent effect in F1, producing an effect similar to the underrated Namco coin-op, Ace Driver.

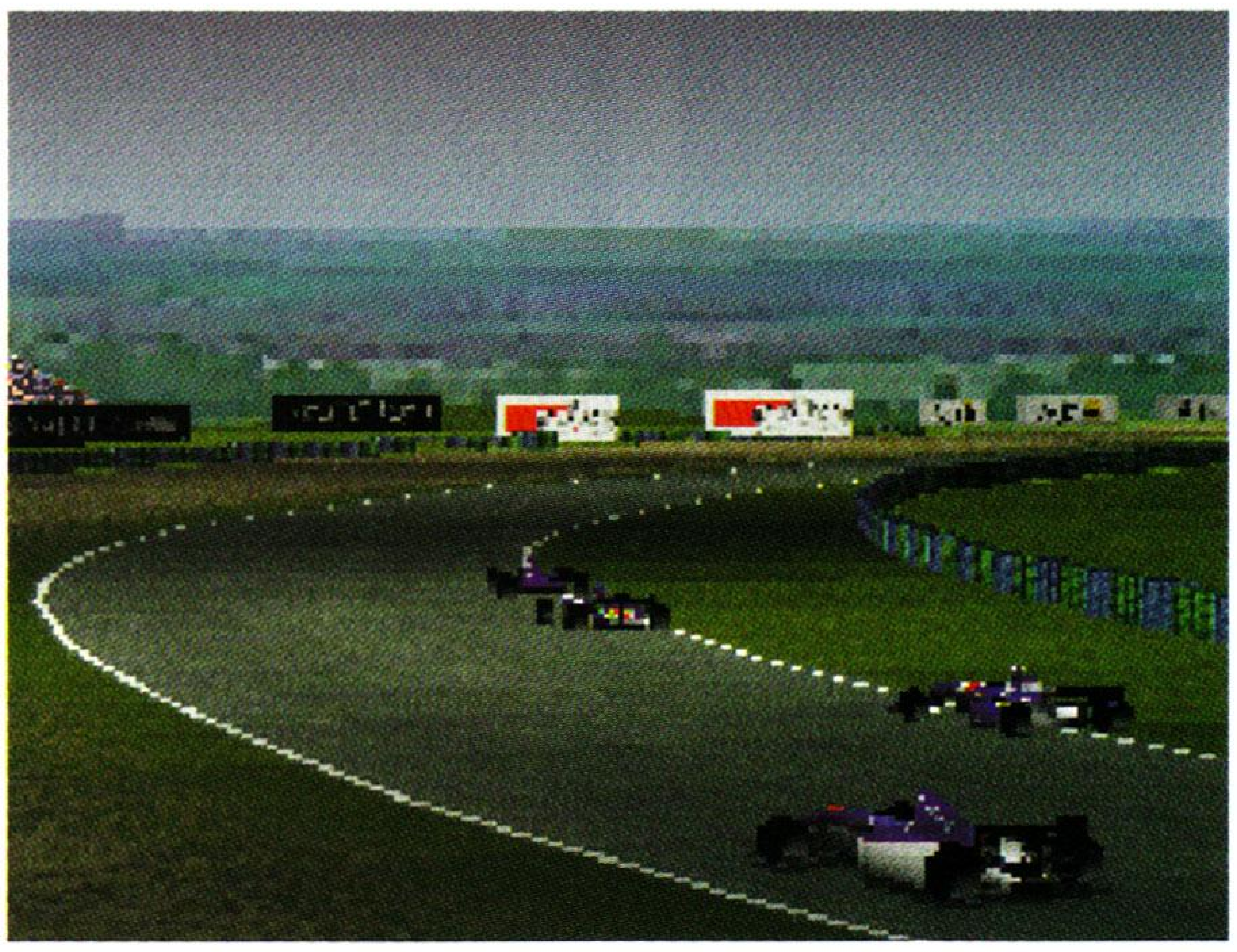


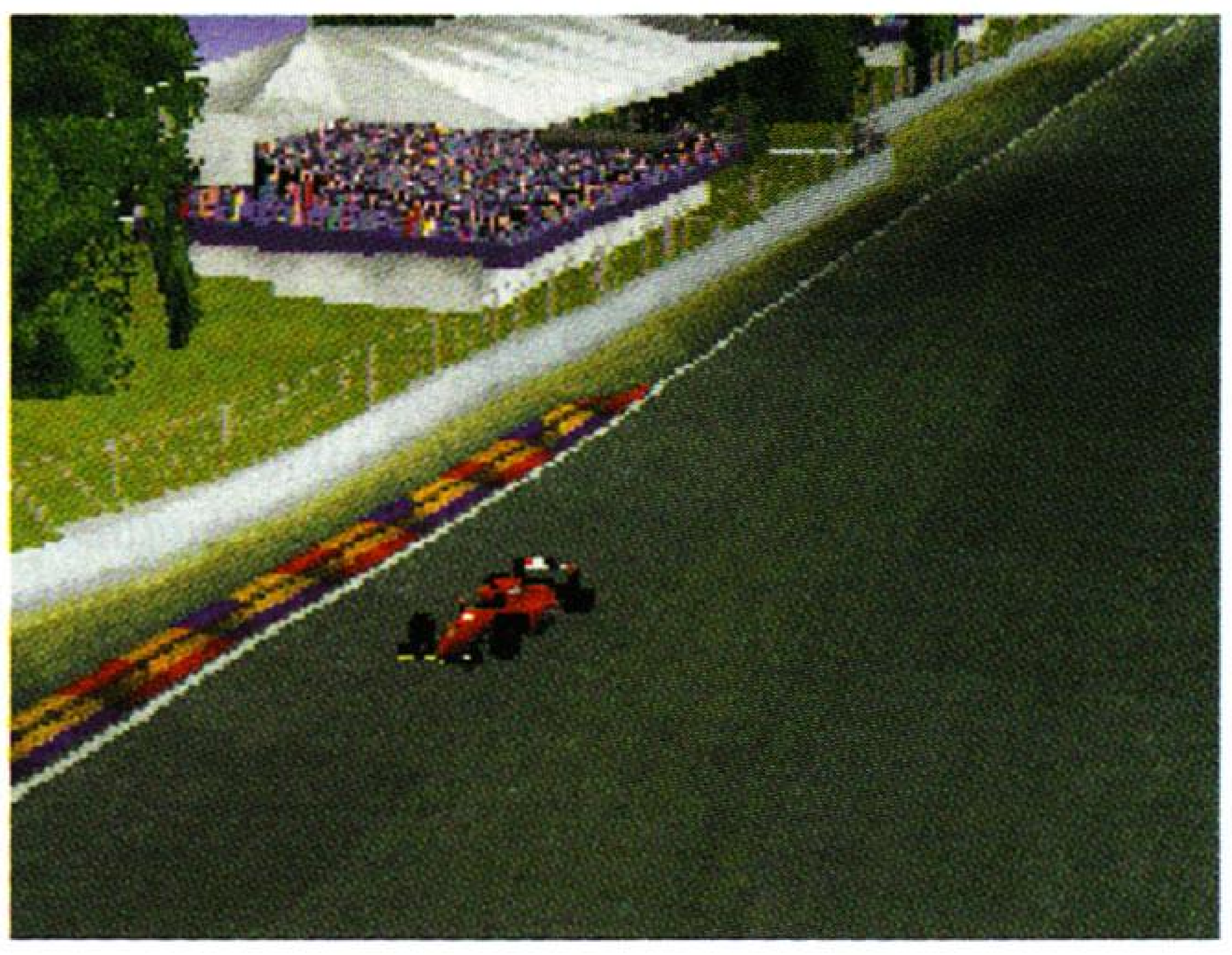


audio-visuals of F1 are second-to-none, the gameplay looks like being excellent indeed and the sheer realism evident in the product seems to indicate that PlayStation owners are in for an incredible game come July time...

SHEER TECHNICAL BRILLIANCE

Martyn Chundley of Bizarre Creations is the man responsible for the Formula One development and he recently took time out from his busy schedule to indulge in a bit of a Q+A session regarding his project's technical credentials...





Question Technically, what is being done in Formula One that wasn't in WipeOut?

Answer F1 is based on real life - *real* tracks. This means that many problems that are traditionally overcome by the design of a fantasy game have had to be addressed in the programming. For example, draw distance problems can be avoided by having curved, steep-sided circuits thus removing 'pop-up' to the unseen distance. With F1, the tracks are designed by the FIA for racing Formula One cars - and long straights, flat plains and other programming nightmares have been problems to solve, rather than avoid. The game is running with a high polygon count - we have written our own track and modelling formats to make the best use of the hardware. The actual car dynamics, artificial intelligence and collisions have to be true to life - which means that we have to calculate accurate physics rather than creating a hypothetical 'zero G' environment.

Each aspect of the game has been considered in detail. The track models have been painstakingly modelled from the surveyors' track data and the telemetry from Formula One cars examined to make sure the dynamics are correct. The in-car sound has been taken from a DAT tape strapped to the driver's body and all out-of-car sound has dynamically calculated Doppler effect.

On the gameplay side of things, F1 has two modes to appeal to the distinct markets we feel are emerging for the PlayStation. The first is the out-and-out arcade mode, the Ridge Racer of Formula One, if you like. This is where the arcade player can blast around the tracks with little worry about damage, pit-stops and polite driving. The Grand Prix mode is there for the deeper player. All lap times, car dynamics, and regulations are in place and with options such as car set-up, pit and fuel strategy and dynamically changing weather conditions, this game style provides a challenge for the mature gamer.

Q How many polygons per frame is F1 dealing with? How many polygons make up each car?

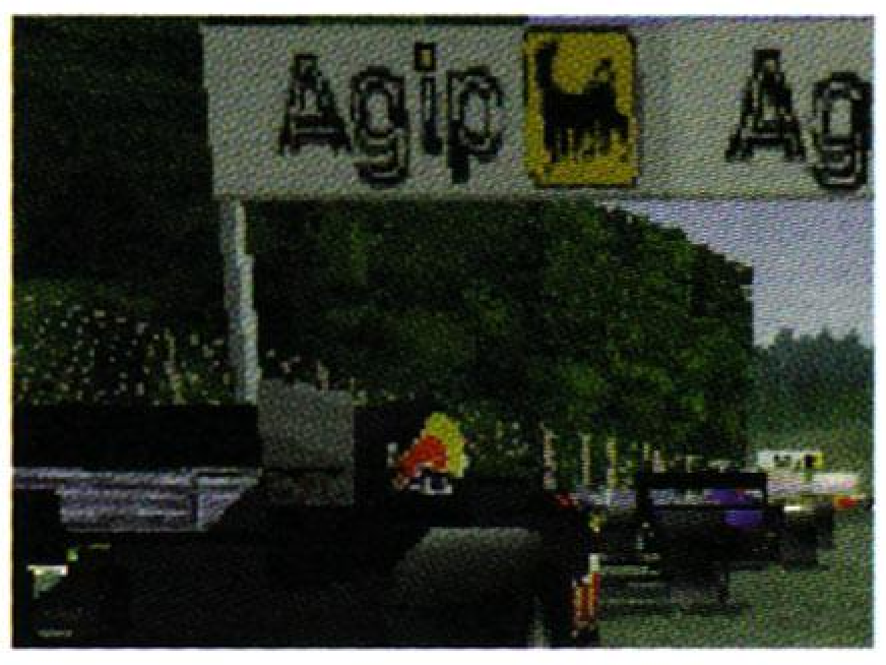
A The game is processing and drawing between 4,000 and 6,000 polygons per game frame and is running at 30 frames per second. This gives an average of 150,000 polygons per second - all are fully textured and over 10% are also gouraud shaded - this is the actual in-game value of polygons, rather than the theoretical benchmark.

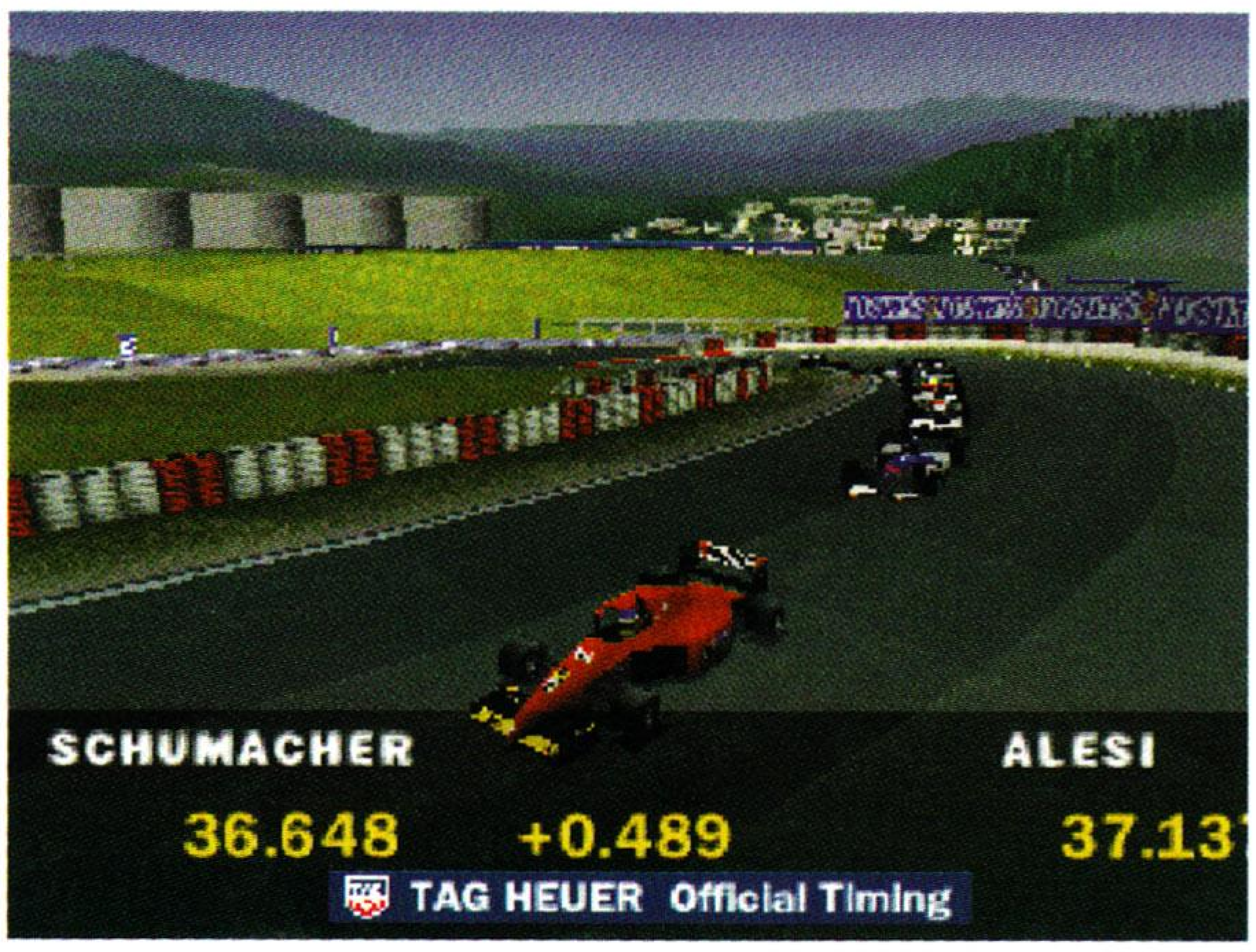
The cars themselves are drawn at two resolutions - high and low detail. We found that at

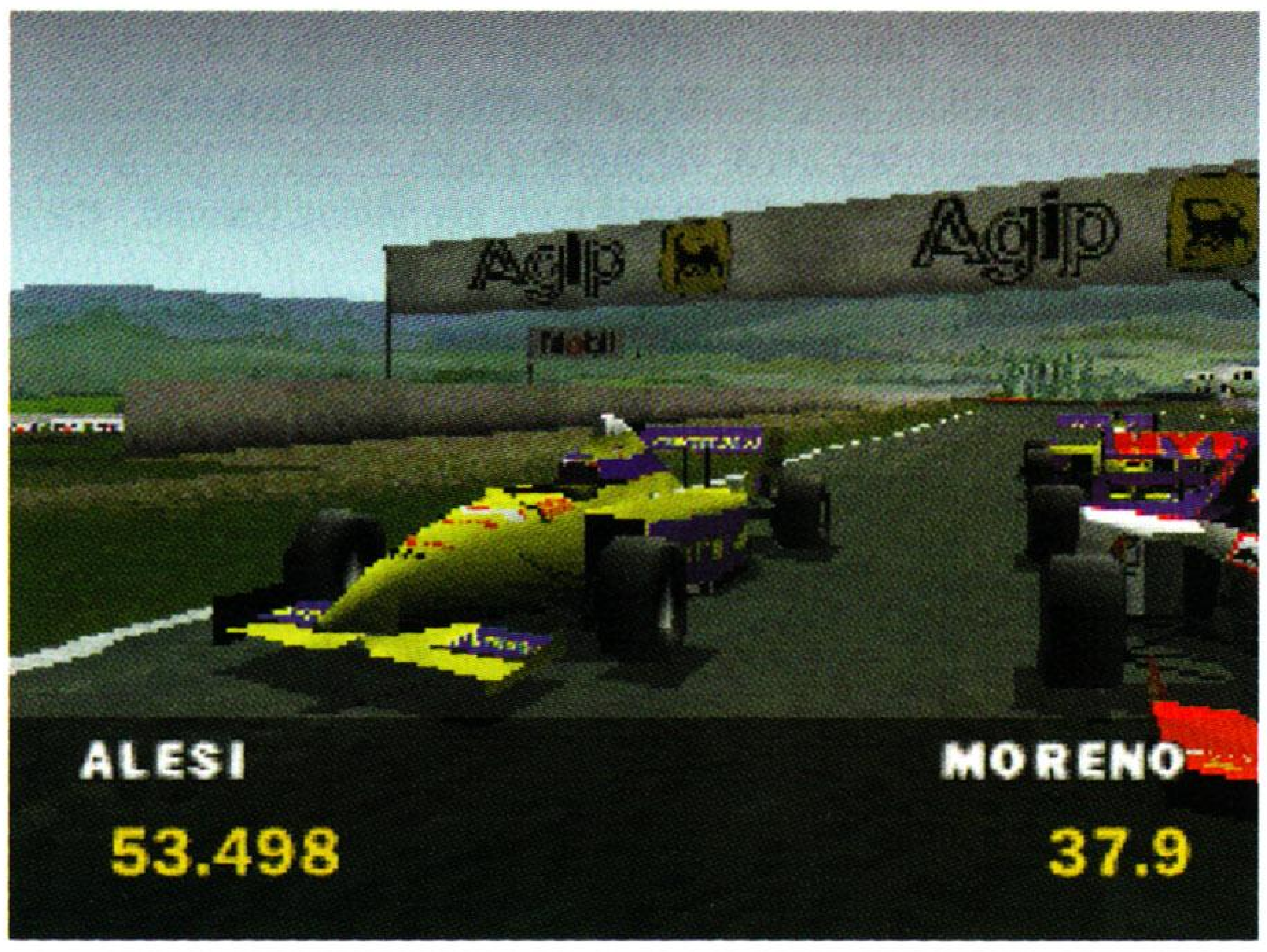
> *"F1 is based on real life - real tracks... Long straights, flat plains and other programming nightmares have been problems to solve, rather than avoid."*

HOARDING THE COURSES

The F1 renditions of the tracks are so close that just about every individual hoarding on the trackside has been included with all the appropriate advertising. Only cigarette advertising has been removed from the game. And rightly so, in **MAXIMUM**'s opinion...

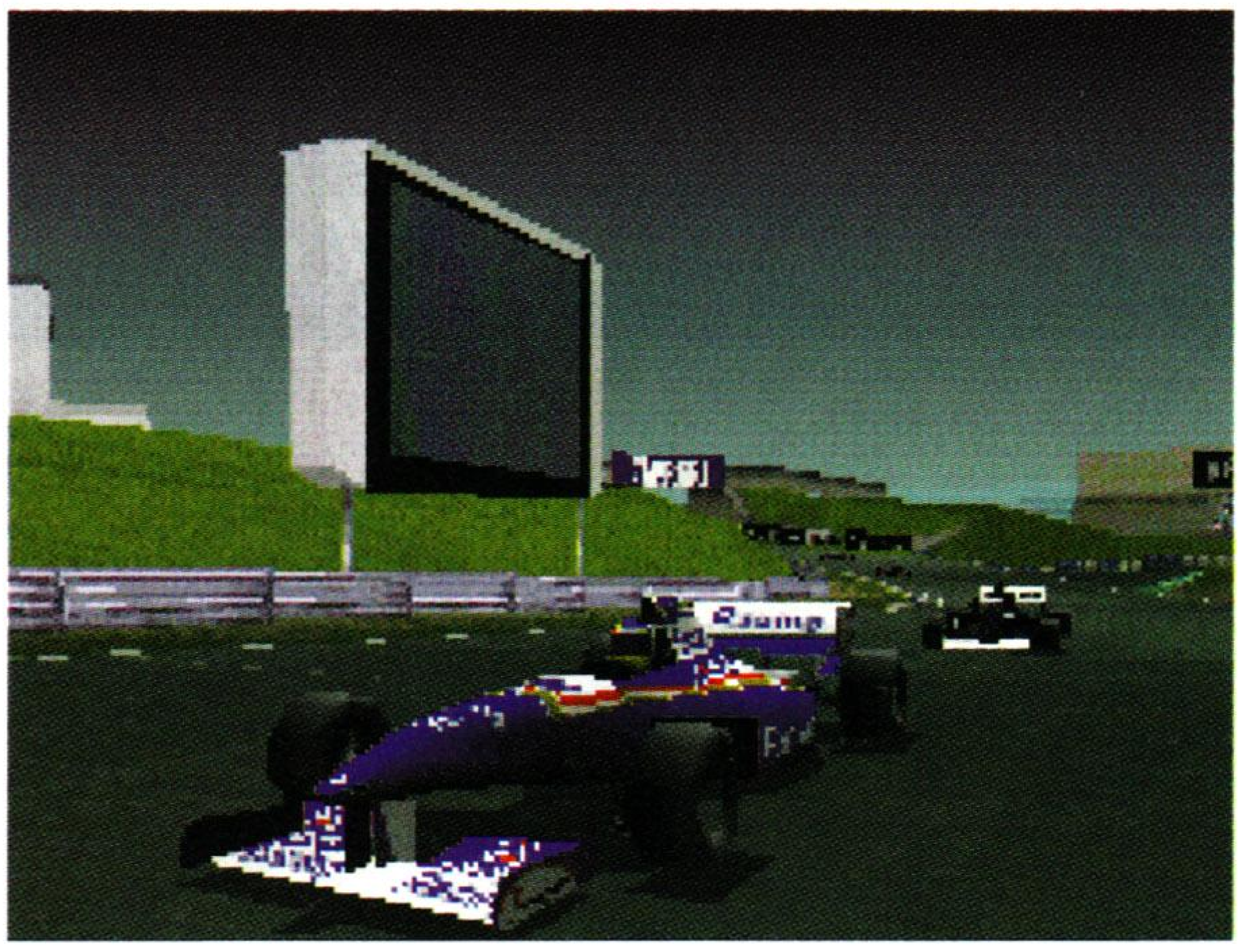


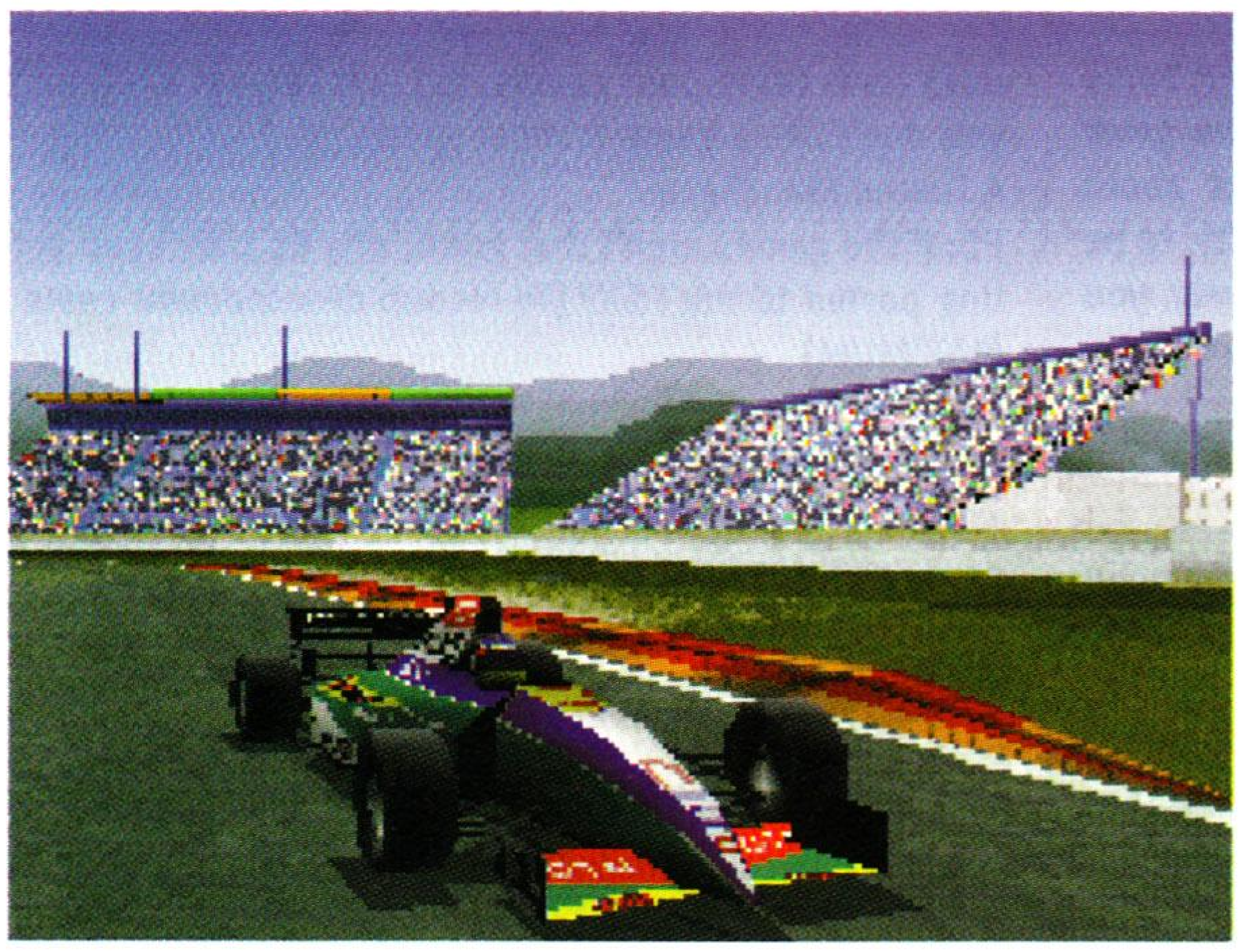




TRICKY CAMERA WORK

The game features a stunning array of camera angles and zoom options, enabling you to check out any of the race participants from any angle whatsoever.





ATTENTION TO DETAIL!
To keep the speed up, F1 uses two different models with different numbers of polygons depending on how far away the car is. The same system was used in Saturn Daytona, but F1 looks far superior.

a distance on a straight you couldn't tell the difference between the two models and so when the cars pass beyond a set distance they drop to the low detail version. High detail cars have 440 to 450 polygons per car, low detail have 90 to 100. All car polygons are fully textured and gouraud shaded.

Q How many polygons per frame is F1 dealing with? How many polygons make up each car?

A The game is processing and drawing between 4,000 and 6,000 polygons per game frame and is running at 30 frames per second. This gives an average of 150,000 polygons per second - all are fully textured and over 10% are also gouraud shaded - this is the actual in-game value of polygons, rather than the theoretical benchmark.

The cars themselves are drawn at two resolutions - high and low detail. We found that at a distance on a straight you couldn't tell the difference between the two models and so when the cars pass beyond a set distance they drop to the low detail version. High detail cars have 440 to 450 polygons per car, low detail have 90 to 100. All car polygons are fully textured and gouraud shaded.

Q How are the programmers coping with the PlayStation libraries? Its lack of z-buffering? Its habit of smearing polygons at the edge of the screen?

A Actually, the libraries have improved greatly as time has progressed and we haven't had any real problems with them. We have written plenty of our own utilities for the PlayStation including our own model formats and the PlayStation also copes with these admirably.

We've had to treat the track, scenery and cars separately to get around the z-buffering. It's also meant biasing the sort values and training the artists to build models which help to minimise the problem!

Like most developers, we're using the tried and tested meshing method to subdivide and redraw polygons closest to the edges. To supplement this, the track - the area where the most 'smearing' problems would occur - is being rendered using a different method to the surroundings. The result of this is best viewed in the brown trouser 'nose-cam' view!

Q How does the PlayStation cope with having several cars on screen at once?

A Extremely well! The PlayStation seems to cope with this better than other platforms with very little, if any, slowdown at all. You can have all 26 cars happily on-screen at once (for example, at the start of a race), with the most distant being rendered in low-detail and the game usually stays in 2 frames.

Q How complex is the AI in the other drivers? How does it work? Is it more sophisticated than the equivalent system in WipeOut?

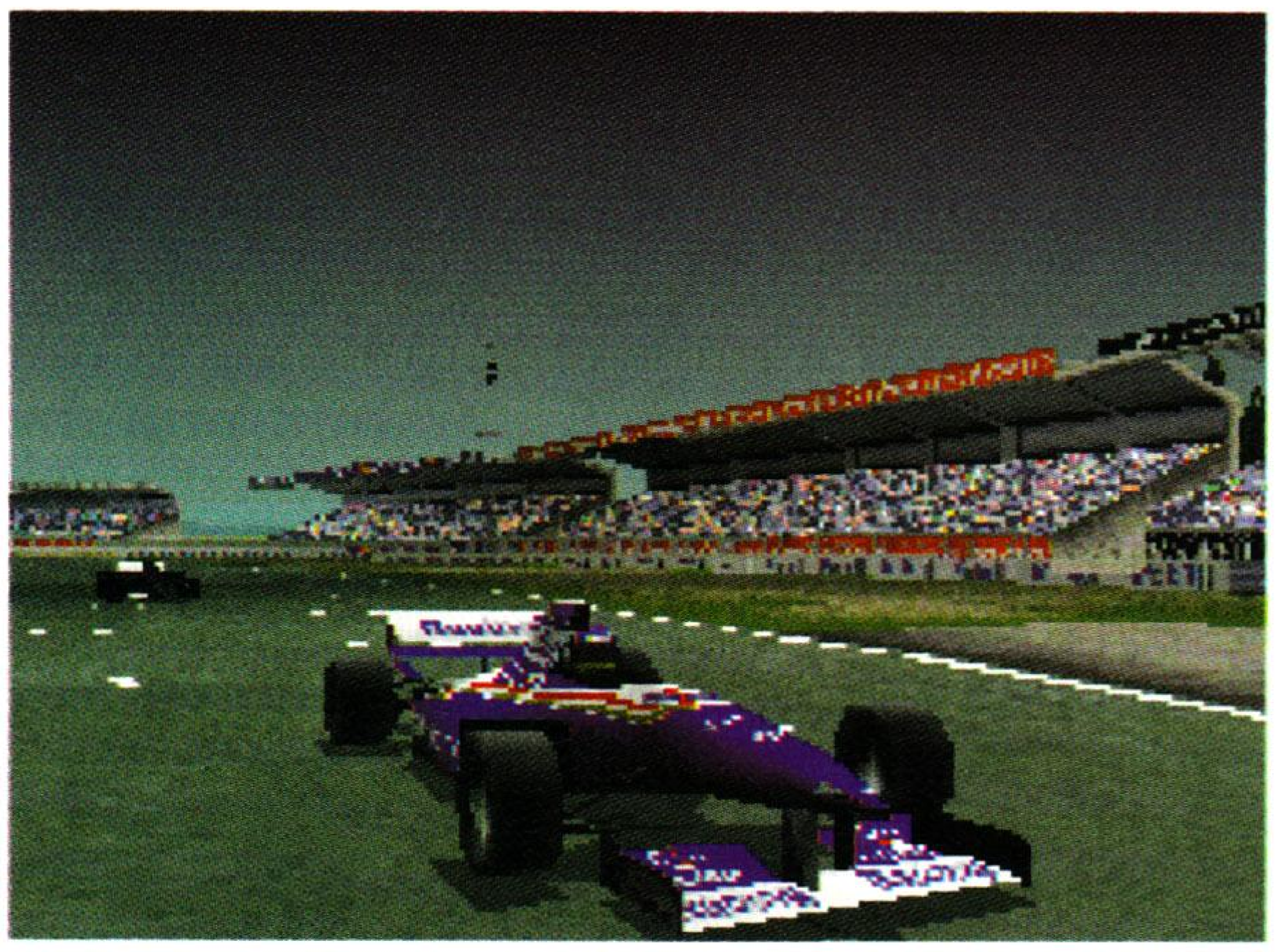
A Because of the size and complexity of the game, the AI drivers have to have enough decision-making capability to 'run their own race'. We have seen other games where the cars are following a set path - and get confused when this pattern is disrupted. Others have a single dynamic model for the AI, meaning all the drivers have the same style. We have tried to steer the AI away from this, providing the driver with a real race.

Each driver is constantly assessing its surroundings, analysing the situation and making decisions on speed, path etcetera. Each driver wants to win the race and is constantly looking for ways to improve his position. Race techniques and footage have been studied in detail to make sure the drivers are realistic.

However, each has a set of parameters which can be altered to give the driver 'personality' - the slower ones are polite, the challengers for the lead more aggressive. The drivers are not infallible - it's not a procession of cars along the same race line. They will drive over the rumble strips, sometimes go wide on corners and when they get involved in collisions, the crash dynamics take over!

It's hard to compare WipeOut with F1 as the spacecraft have different things to 'think about' with the weapons system. One thing we have noticed is that they never get the corners wrong which wouldn't be acceptable in the AI for a Formula One game eh Damon?!

> ***"Each driver is constantly assessing its surroundings, analysing the situation and making decisions on speed, path etc. Footage has been studied to make sure the drivers are realistic."***



THE DETAIL IS AWESOME!
The detail on the tracks is frankly phenomenal, as the screenshots on these pages show. Bizarre Creations have done a stunning job in bringing the surroundings of Formula One onto PlayStation.

ALESI
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SCHUMACHER
1:29.0

SCHUMACHER
1:26.228
SCHUMACHER
1:06.2

SCHUMACHER
1:41.448
BARRICHELL
1:17.0

MAXIMUM LETTERS

MORE INTRIGUING POINTS RAISED BY OUR READERSHIP

Phone calls. Phone calls. And indeed more phone calls. Most of them about Street Fighter Alpha. How about some reader interaction the MAXIMUM team can enjoy? How about sitting down of an evening and joining the great videogames debates found in MAXIMUM Response? What we want: clear, concise, cogent arguments about videogames today. Suggestions to improve MAXIMUM. Anything of interest to the hardcore gaming community, to be honest. Write to: MAXIMUM Response, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Alternatively, you could write a letter on the old word processor and email it to this abnormally long address: Richard.Leadbetter@phantas.lightning.co.uk. That's bound to get our attention.

Dear **MAXIMUM**

I have just read issue #4 cover to cover and must congratulate you on creating an excellent edition - your best yet.

My only gripe concerns the discrepancies that persist between the star ratings that appear at the end of each game review and the summary of these star ratings which is given on your review index page. Please try to rectify this problem.

There are two other reasons for writing - firstly Sega Europe recently confirmed (in writing) to me that Manx TT is coming to the Saturn - they expect an October '96 release. You are welcome to come and see the correspondence if you have any doubts.

Secondly, I must say that I find the rivalry that exists between owners of PlayStation and Saturn rather amusing. Personally, I am a contented Saturn owner - happy in the knowledge that there is some decent competition. Why? Well I wonder just how good a conversion of Sega Rally we would have got without PlayStation's excellent WipeOut and Ridge Racer? Likewise, PlayStation owners should rejoice in the fact that AM2 created a near-perfect conversion of the mighty VF2 - this is the single biggest reason why Tekken 2 will have to be of the highest standard.

And so the spiral continues with Fighting Vipers, Soul Edge and presumably at some distant point, Last Bronx. Saturn and PlayStation owners should be laughing all the ways to their joypads.

Keep up the good work.

Kevin Robson, Cambridge.

To address your two main points:

1. Who's more likely to know if Manx TT is coming out? Tetsuya Mizaguchi - head of AM3 with final say on all home conversions of his projects or "someone" at Sega Europe? Yes, the chances are that Manx TT will eventually hit the Saturn in some shape or form, but we've visited Sega of Japan's conversion base and work hasn't even begun yet. Still, until Manx does turn up, we're sure you can entertain yourself with Hang On GP '95... (cue diabolical laughter).
2. Yes, competition and rivalry produces better quality products - particularly when the two machines in question are capable of such similar audio/visual feats. Pretty obvious really. So... what happens when Nintendo 64 and M2 come along then?

MAXIMUM

I must congratulate you all on another fully packed and never boring edition of this cool mag, but I was greatly disappointed to find no mention of a further Extended Play for Tekken 2. I know that you are probably sick of this game but not everybody can experience the amazement generated by Tekken 2 Version B... I really enjoy this game and the special moves that you feature every month are very helpful.

To close this letter I must ask a question - what qualifications do you need to be a computer games programmer? Where do I send plans for computer games?

J S Moors, Poole

Sick of Tekken 2? After this month's exclusive PlayStation 40 page Extended Play? Yeah, right. If you're really keen on becoming a programmer, learn C, do some University-based programming courses and generally get as much experience as possible. As for sending plans in for games, we can't think of one example where an unsolicited game idea has been turned into a published reality. So don't get your hopes up on that score.

Dear **MAXIMUM**

I believed all the hyper in the PlayStation and its games but my friend and I (who share the cost) are both totally disappointed in it. Just check out the Loot to see how many people agree with us. Most of the games are shallow and easy to complete with the few deep ones needing the £20 memory card. Even the killer games are flawed - Tekken is slow and the combo control system is too complicated with those control pads. Ridge Racer is great but when completed (which isn't too difficult) it loses its worth, unlike Sega Rally's two-player option. The games that would be great with two players need two copies of the game, two TVs and link lead. Fed up, we bought the Saturn. This has been better but we are impatient and when we kept seeing games available on 3DO that we had been waiting months for, we had to have it, especially when it was only £199 with StarBlade or FIFA '96.

The machine that gets no credit from magazines is the one that has satisfied us. Why? Because there are about 200 games available (many excellent ones), you can find games for as little as £4.99. It has Studio 3DO making awesome exclusives for it (Killing Time being a great example, much more realistic and brain-taxing than the blast-everything Doom). Also it has a bigger memory, a bigger FMV capability [than the PlayStation? Get real - **MAXIMUM**], it plays US and Japanese games without even a converter and has a few educational titles. Furthermore, the upgrade is said to be four times more powerful than N64 and seven times more than PSX.

If you aren't biased towards PSX, do what's right - give 3DO credit. What more do they have to do? I admit it does have some poor games, but you can get a refund if you don't like a game in most shops.

A Foster, Manchester

PS: If the games aren't that good, why do they keep getting ported to the PSX? [To recoup development costs - **MAXIMUM**]

All we can say is, if you're happy with the 3DO - fine. We are totally independent and have no axe to grind with any particular company or machine, **MAXIMUM** just likes playing excellent games - which the 3DO is severely lacking. Just what are these games you're so impatient to play that are on 3DO first? Er, StarFighter perhaps? Psychic Detective? Wolfenstein 3D? As we have said from the very beginning, the 3DO is a great system which has been extremely poorly supported - just look at the gaming Titanic that is Doom. If you prefer Killing Time, that's your choice. Give us a decent version of id's classic any time. As it is, a system relies on quality software to shift units - no-one would argue with that. So how many 3DOs have been sold recently? And why is the latest 3DO software selling around the same amount of units as Mega-CD games? As it is, if we'd spent £200 on a 3DO, we would be extremely 'POed', if you will, with the current batch of games...

Dear **MAXIMUM**

I have a few questions I hope you can throw some light on for me, and maybe others. I'm a PlayStation owner but even I bow to the Saturn's ability to throw 2D sprites all over the shop (X-Men kicks ass!) and obviously it will handle the SNK punch fests with ease. So do you think that the PS can produce conversions of equal quality or is the lack of VRAM going to be a serious problem for developers?

It would seem that the PS X-Men and DarkStalkers constant delays are testament to this so god knows how it will handle Marvel Super Heroes.

On a different note, I've read that Datel are making a device that will allow UK punters to play US/Jap games. I would buy this gizmo just to play one game - Tekken 2. Do you think it is wise to get this game or should I wait for the UK version which 'might' be enhanced to run at NTSC speed?

And lastly, why are we being deluged with crap shoot 'em ups of on challenge when someone could convert the undisputed king of horizontal scrollers - R-Type II. It is still so good that Pulstar was almost a carbon copy.

I look forward to your views.

'BoneHead', Merseyside

As you so rightly point out, the Saturn's 2D rendering prowess is great for games like X-Men and the fact that there's no similar game on PlayStation is no accident. We'll just have to wait for Acclaim's conversion. As for your Tekken query, it all comes down to a case of timing: do you want it now or in September? Also, will the adaptor be out soon? Are you willing to pay extra for an import game? These are questions only you can answer.

NEXT MONTH

We want more letters. And less 'phone calls, please. Any queries for the **MAXIMUM** team should be addressed to the proposed Q+A department via mail or email. Suggestions for improving the mag, debate about games - we'll appreciate any coherent missive from a valued member of the **MAXIMUM**-reading community. Get writing now.

THE ESSENTIAL BUYERS GUIDE
REVIEWS

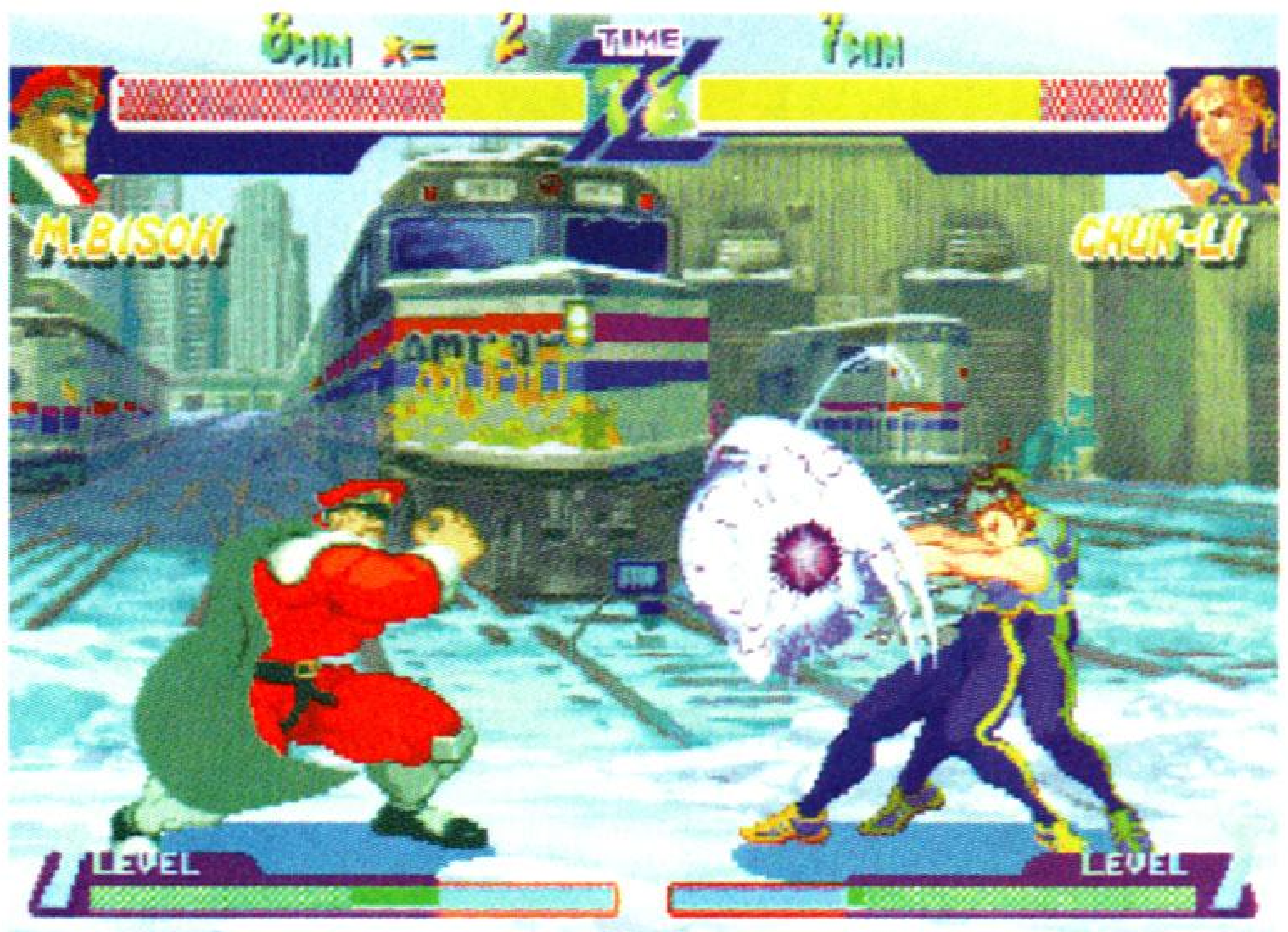
MAXIMUM RATINGS SYSTEM

★★★★★	A truly outstanding release, classic in every sense of the word.
★★★★	A recommended title that's head and shoulders above the competition.
★★★	Reserved for fairly entertaining games that are missing a certain "something".
★★	A below-par videogame that could only appeal to the proverbial "fan of the genre".
★	Hideous software that should not blight your prized games collection under any circumstances.

MAXIMUM GAME OF THE MONTH

STREET FIGHTER ALPHA
Sega Saturn

It had to be really. Of all the games we've received 'phone calls about, Street Fighter Alpha is by far and away the most popular - with Tekken 2 questions taking up the majority of the mailbag. With its utterly stunning audio-visuals plus near-perfect gameplay, Alpha is a must-buy on either PlayStation or Saturn.



SOFTWARE LINE-UP

SEGA SATURN

STREET FIGHTER ALPHA	★★★★★
WIPEOUT	★★★★
MAGIC CARPET	★★★★
GEX	★★
VALORA VALLEY GOLF	★★
SHINING WISDOM	★★★★

SONY PLAYSTATION

ALIEN TRILOGY	★★★★
DESCENT	★★★★
NEED FOR SPEED	★★
GEX	★★
ZERO DIVIDE	★★★
WING COMMANDER III	★★★
WILLIAMS ARCADE GREATEST HITS	★★★★
NAMCO MUSEUM, VOL 1	★★★

PC CD-ROM

DESCENT 2	★★★★★
TERMINATOR 2: FUTURE SHOCK	★★★★
HEXEN: DEATH KINGS OF THE DARK CITADEL	★★★★
BAD MOJO	★★★

MAXIMUM RECOMMENDED

ALIEN TRILOGY
SONY PLAYSTATION

Hats off to Acclaim - not only did they scoop the Game of the Month accolade last month with their licensed X-Men game, they get a strong recommendation this month with Alien Trilogy. A Doom-style title with the eponymous xenomorphs strongly in evidence, this is going to be a top-seller...

DESCENT
SONY PLAYSTATION

Okay, so the PC version is still tons better, but as PlayStation software goes, you can't really go that far wrong with Interplay's conversion of Descent. A full 3D environment and hodloads of excellent blasting await. A hearty recommendation from the **MAXIMUM** team...

DESCENT 2
PC CD-ROM

Just as PlayStation owners get to savour a close conversion of the original, the PC benefits from a much improved sequel which takes the limelight in our PC reviews section this issue. It's pretty good going for Interplay who manage to get two recommendations in the same issue of **MAXIMUM**.

MAGIC CARPET
SATURN / PLAYSTATION

Although the PlayStation version is visually superior, it's gameplay that truly counts and in this respect Bullfrog's Magic Carpet is an unmitigated triumph. We got to play it exhaustively for last month's Extended Play - this month we tell you why it's well worth adding to your software library.

QUAKE
PC

How could we ignore the latest game from id software? Okay, so it's not actually a completed game as such but the sheer quality of the DeathMatch sampler test shines through so clearly it must be worth a **MAXIMUM** recommendation. And it's free, too.

SEGA SATURN

The quality wares keep piling up on Sega Saturn - in this month's reviews section we have Street Fighter Alpha kicking off the criticism (a true five-star game that Virgin were wise to license) along with Bullfrog's exceptional Magic Carpet, which more than makes up for the disappointment of Hi-Octane. It would seem that Saturn owners are spoiled for choice when it comes to quality, what with the likes of WipeOut, Gun Griffon, King of Fighters '95 and the absolutely stunning Panzer Dragoon Zwei heading for the 32-bit system.

So it would seem that after the shakiest of starts, Sega (and now some of the third parties) are doing an excellent job of cramming their library with true quality software. They're also playing Sony at their own game at getting a fair range of the top titles exclusive to the Saturn - Panzer and Gun Griffon again spring to mind (and there's still no sign of X-Men appearing on PlayStation yet). The message is simple: Saturn is swiftly becoming a true hardcore gamers' console that can be ignored no longer.

STOP PRESS! £200 SATURN?

Sega of Japan have announced an exciting new development in the life of the Saturn. A new, cheaper version of the machine is planned to be introduced at a radically lower price-point - lower than the Sony PlayStation and on a par with the projected Nintendo 64 asking price.

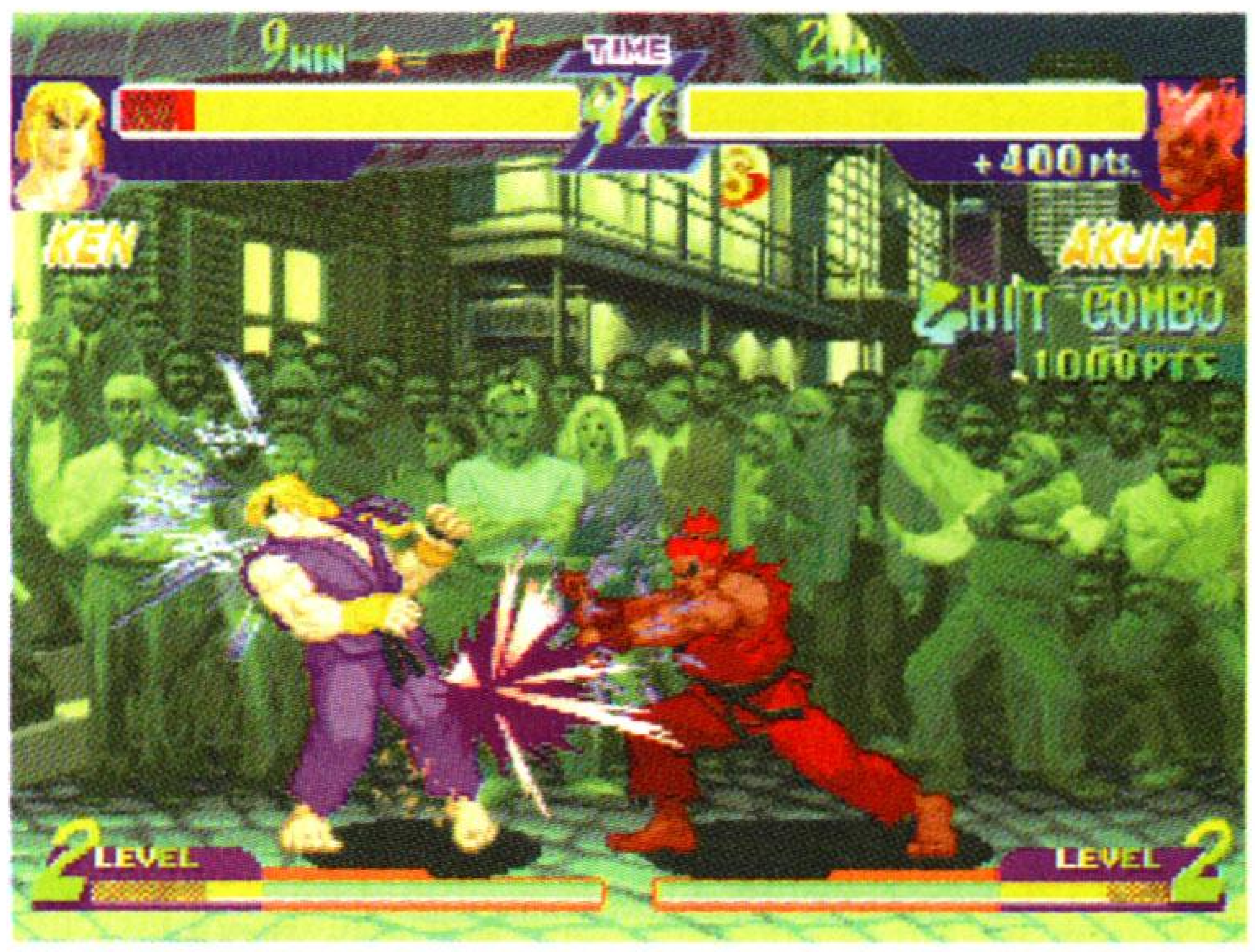
The Saturn's oft-called "off-the-shelf" chip architecture has been radically shrunk, lowering the price of the chipset. These savings are then being passed on to the consumer. In effect, the new Saturn is to the old one what the Megadrive II was to the original 16-bit console.

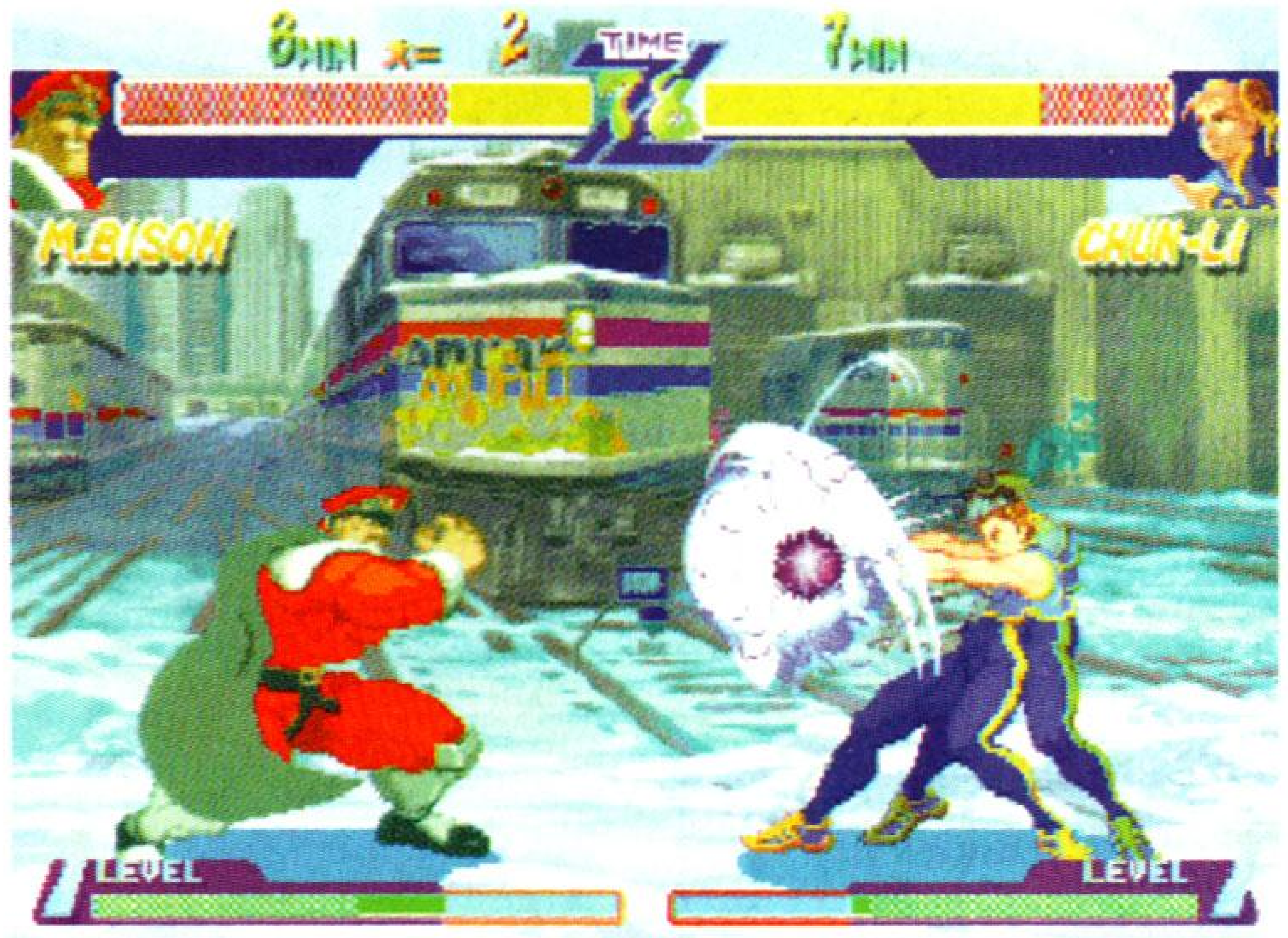
So what price can we expect? The Japanese price-point is equivalent to $199 in the States, which is usually translated on a pound to dollar exchange rate.

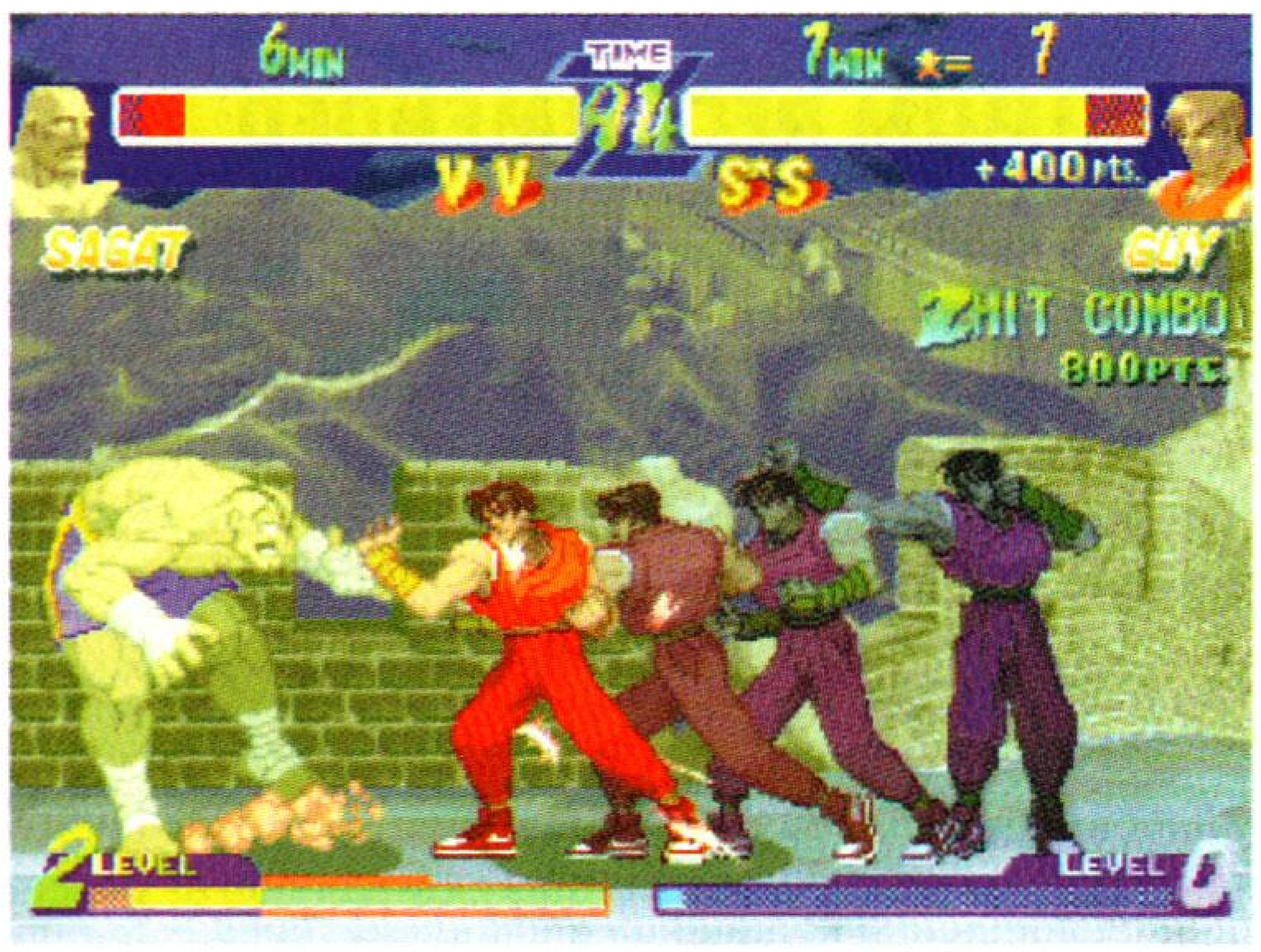
A £200 Saturn this Christmas could seriously unsettle Sony's planned £249 PlayStation plans...

STREET FIGHTER ALPHA

Yet another quality Capcom fighting game for Saturn!







Sega Saturn is currently enjoying a wealth of top quality fighting games. The pedigree of 3D uberfighter Virtua Fighter 2 is undoubted, whilst 2D combat games are enjoying something of a renaissance - X-Men (last issue's **MAXIMUM** Game of the Month) is a masterful example of the genre, and the company are keen to corner the market - hence Vampire Hunter (see the Extended Play this issue) and Street Fighter Alpha. Oh, and of course, Marvel Super Heroes coming soon.

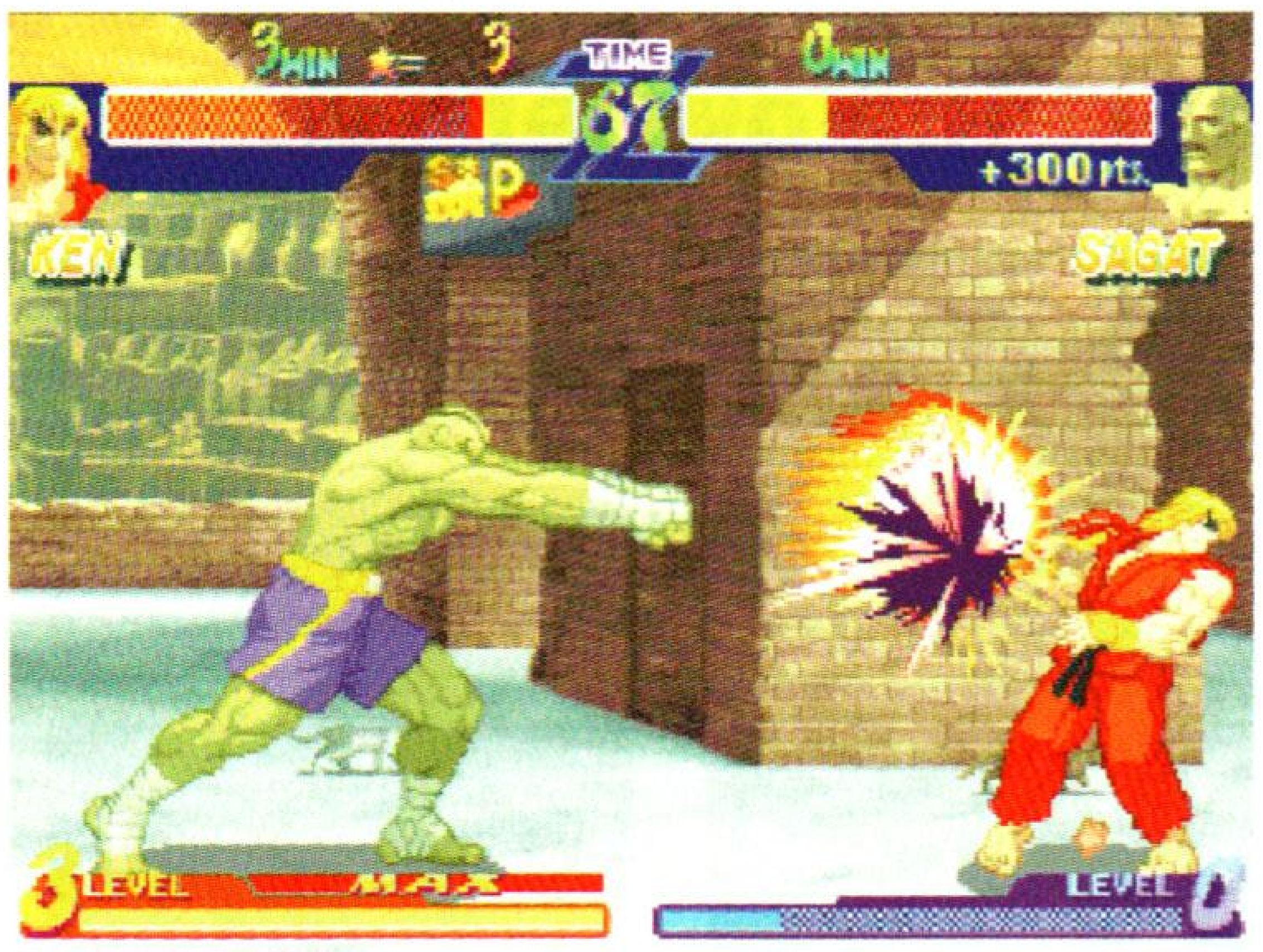
In many ways, this is something of a come-down from the previous SF entrant, Super Street Fighter II: Turbo. The number of characters and backdrops has actually been *decreased* and many of the established fighters have been temporarily removed (although some are slated to return in Alpha's sequel, revealed in this news section). This isn't too much of a problem really. To tell the truth, no-one's really going to miss DeeJay, Cammy, T Hawk or Fei Long that much, and to compensate we have the excellent Guy and Sodom along with the, er, interesting Rose. And yes, there are less backgrounds, but what is there is crammed with a lot more detail and some truly exceptional music (**MAXIMUM**'s choice of backdrop on Versus Mode games seems to be dictated by music rather than visuals, which says something for the aural power of Street Fighter Alpha). Like VF2, there's even a choice of original coin-op tunes or some professionally remixed tracks to choose from.

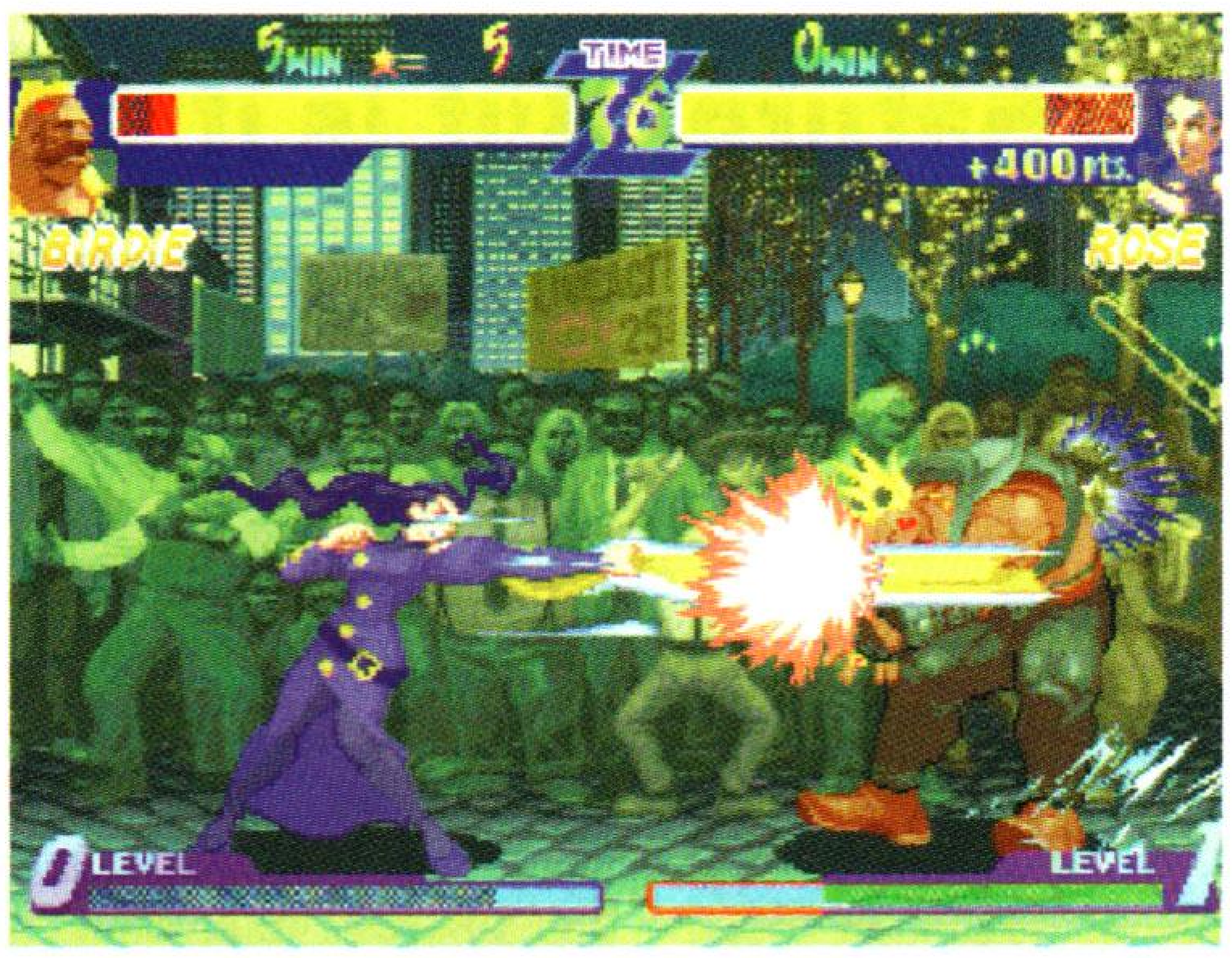
AN INCREDIBLY CLOSE TRANSLATION! EXCELLENT!

Another negative point of Street Fighter Alpha is that it isn't really exceptionally innovative - the SF formula has been tweaked, not totally redesigned. However, all of this seems pretty much irrelevant because what the game does offer is pure, refined playability to a standard that outshines all of Capcom's competitors (bar the top-end SNK produce). Indeed, at the moment, Capcom's only competition in the home market is itself.

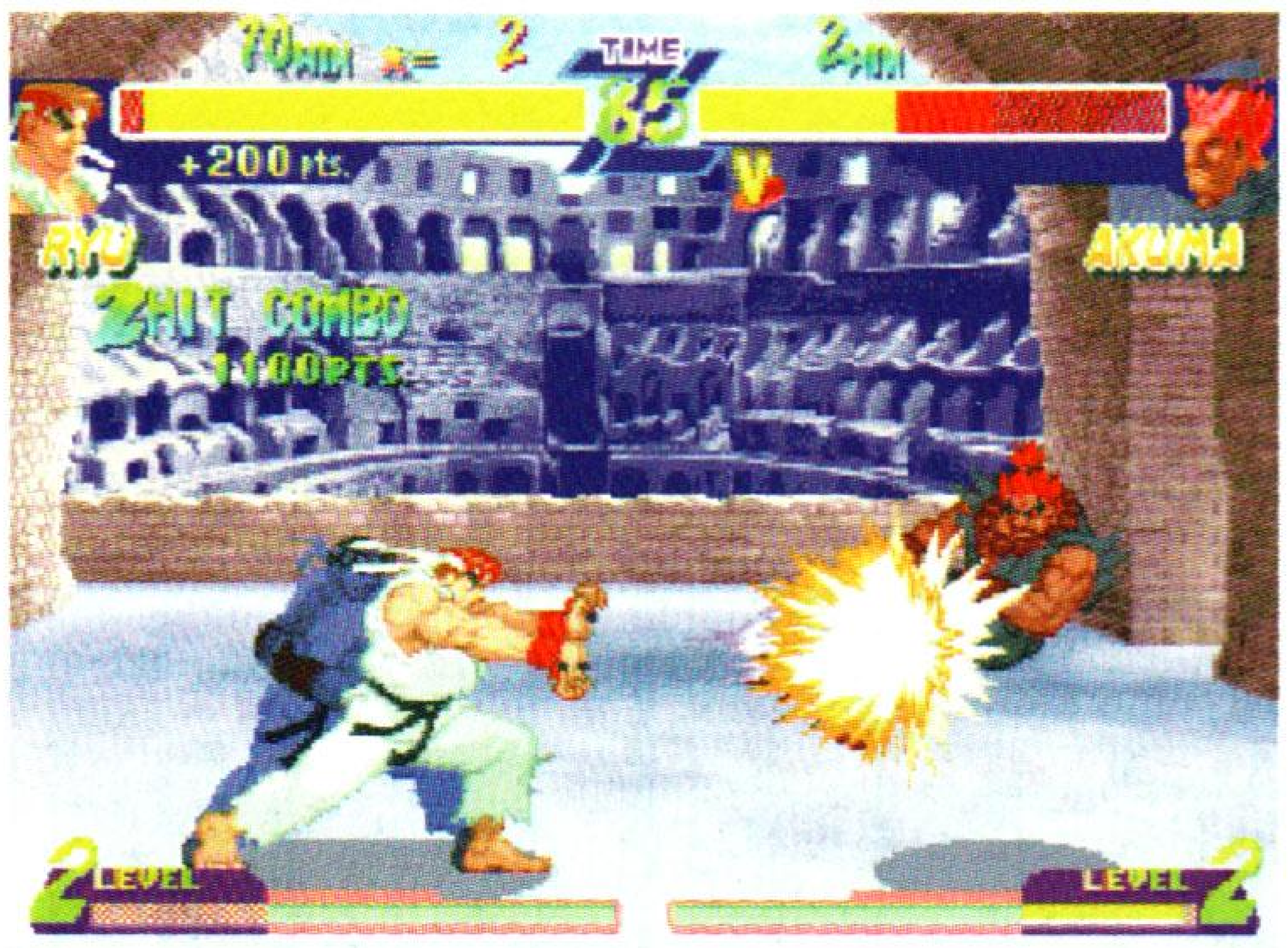
Everything that Street Fighter does so well has been taken to new levels in Alpha. Case in point: the Super Combos. While in SFII: Turbo, these moves looked a tad weedy, the absolute opposite is true in Alpha - the power, the amount of hits, the sheer look (and resultant sound) of these attacks makes them truly spectacular. Executing a Level Three Super Combo Finish on a hapless foe is a high-point in videogames - the immense flurry of carefully choreographed techniques, the multiple hits striking home, the energy bar reaching dangerously low levels, the explosion on screen as the opponent goes down... it really is rather nice.

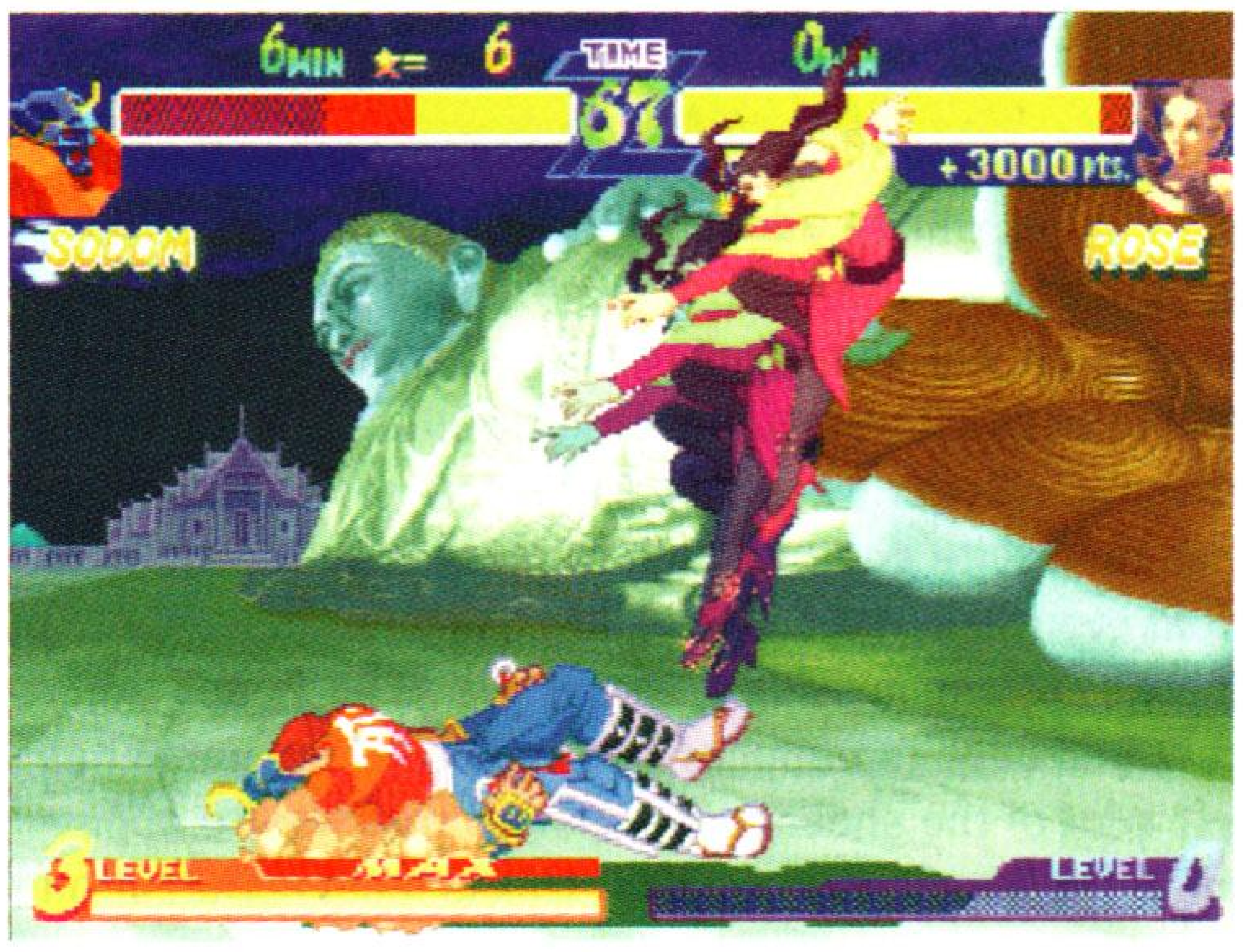
A lot of combat game fans are drawn to a game by the complexity of the gameplay and Street Fighter Alpha is by far and away the best thing to come out of Capcom in that regard. All of innovations made in X-Men and the DarkStalkers games such as countering attacks (the so-called Alpha Counters), aerial blocking and auto-guard for beginners are present and correct in Street Fighter





THE WORLD WARRIORS GATHER FOR THEIR GREATEST TOURNAMENT TO DATE! MASTER THE SUPER COMBO AND DESTROY YOUR OPPOSITION IN A MULTI-HIT FRENZY!





Alpha, making for a game with a huge amount of techniques and tactics to master. In this respect, Alpha is definitely superior to X-Men: Children of the Atom.

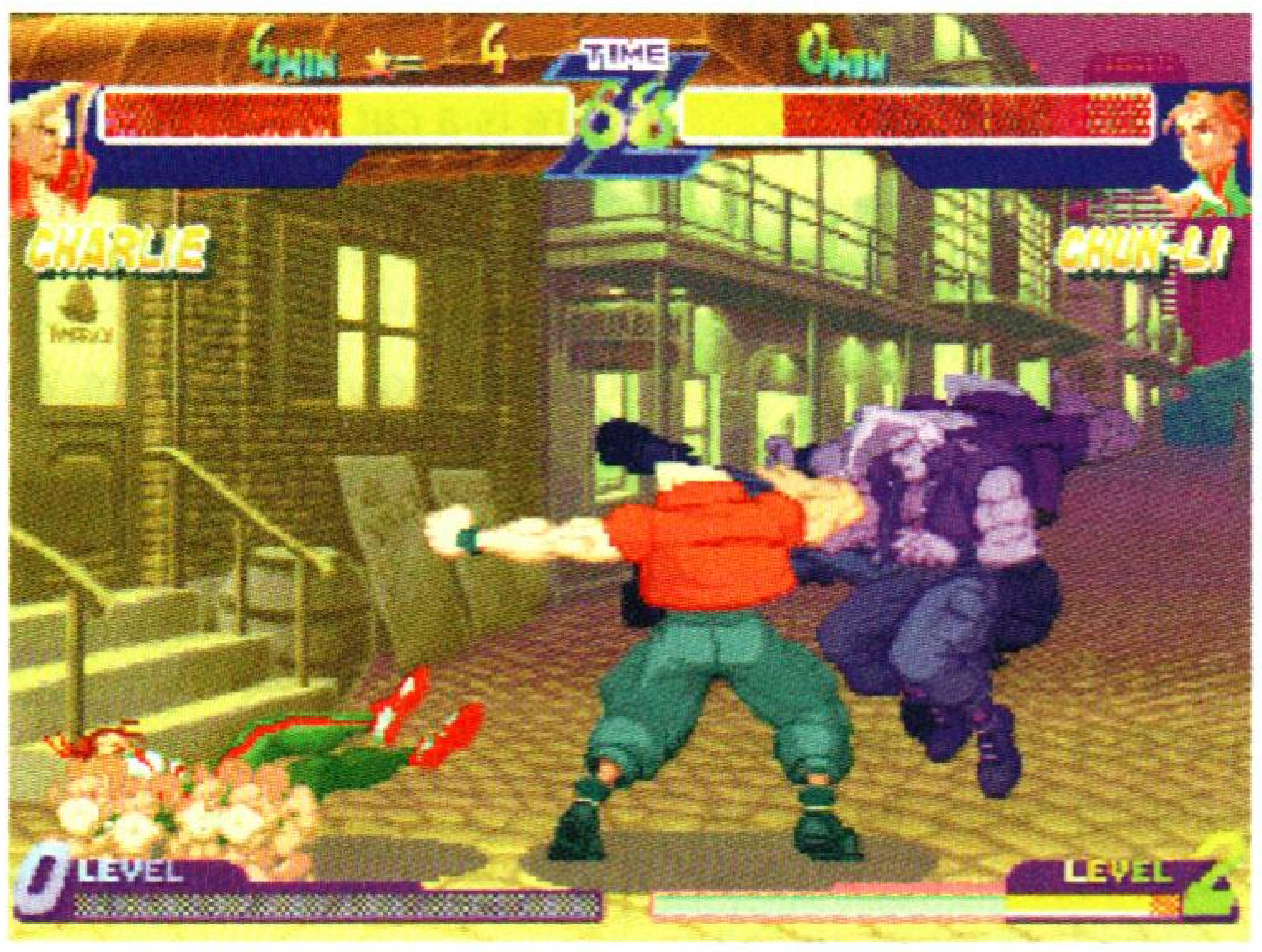
In all, Street Fighter Alpha is a great fighting game that must rank as the best arcade conversion yet on the Saturn. Capcom started out with the express aim of copying the coin-op *perfectly*, with every frame of animation from the CPS-II coin-op included and this is clearly evident in Street Fighter Alpha. The only difference is in the slight improvement on the colouring of the shadows of the Super Combos, which unbelievably, one American games mag marked the game down on!

A great bug-bear of **MAXIMUM**'s is the quality of PAL conversions. A lot of Japanese produce is badly bordered and slower when it arrives on these shores, but we can confirm that Street Fighter Alpha runs at full-speed (indeed, the PAL Saturn game is faster than the NTSC PlayStation one...) although sizeable borders are evident. Thankfully, the overall effect isn't that bad, so official Saturn owners can buy in confidence.

MAXIMUM can also confirm that (contrary to some Internet sources), the Saturn version includes the Dramatic Battle option that pits two players (as Ryu and Ken) against M Bison is a showdown to the finish. Also, all of the other secret "bits" from the arcade machine are still there. Through some simple button presses, it's possible to bring up M Bison as a playable character along with two others - the supremely powerful Akuma and the Art of Fighting style combatant, Dan. Full descriptions of the characters along with moves lists can be found in **MAXIMUM** issue #2, whilst the codes to access these fighters are located in the Street Fighter Alpha Extended Play in **MAXIMUM** #4.

The big question is, of course, if you're after one 2D beat 'em up for the Saturn, which one should it be: Street Fighter Alpha or X-Men: Children of the Atom. Well, we had this debate in the office last month when we were deciding whether Saturn X-Men or PlayStation Alpha should receive the Game of the Month accolade. What we decided then remains in effect here. In our personal opinions, X-Men is far more spectacular to look at and is packed with a lot more action, making it (by a hair) the winner. However, for a more long-lasting combat game with superior play mechanics, Street Fighter Alpha is probably better. In the end, it really comes down to which set of characters you prefer, because let's face facts: Cyclops' Gene Splice technique *is* a Ryu-style Dragon Punch and there are far more similarities between the two than differences.

Of course, until King of Fighters comes along (and there is doubt on a European release), Capcom win whichever game you choose. If it was up to us, we'd buy both...



★★★★★

COIN-OP CLASSICS

The Saturn relies heavily on its major sellers to issue forth from the arcade divisions of the company - particularly AMs #2 and #3. This list of games takes the form of the most popular Sega coin-ops in the arcades at the moment.

1. MANX TT SUPERBIKE
Sega's arcade distribution operation in Europe have currently shifted over 2,000 Manx TT deluxe units (each at £15,000 a throw) and demand is unabating.

2. FIGHTING VIPERS
The popularity of Vipers is high at the moment, particularly as most of the moves have now been released by Sega of Japan. It lacks the charm and the sophistication of VF2, but it plays well.

3. SEGA RALLY
AM3's debut Model-2B product continues to do well in the arcades (particularly in Europe) and its competitive angle (with four-up at once) gives Sega Rally plenty of fans.

4. DAYTONA USA
Since Virtual-On and Sky Target have not been widely distributed in Europe, the bottom end of this chart is comprised of older games, such as this one. The multi-player angle again gives this some charm in the arcades...

5. VIRTUA FIGHTER 2
This game is still being played to death in Japan (although Vipers has done a good job of attracting new interest there), but the arrival of the excellent home game has taken away some of its appeal.

INFORMATION SUPPLIED BY **MAXIMUM**

WIPEOUT

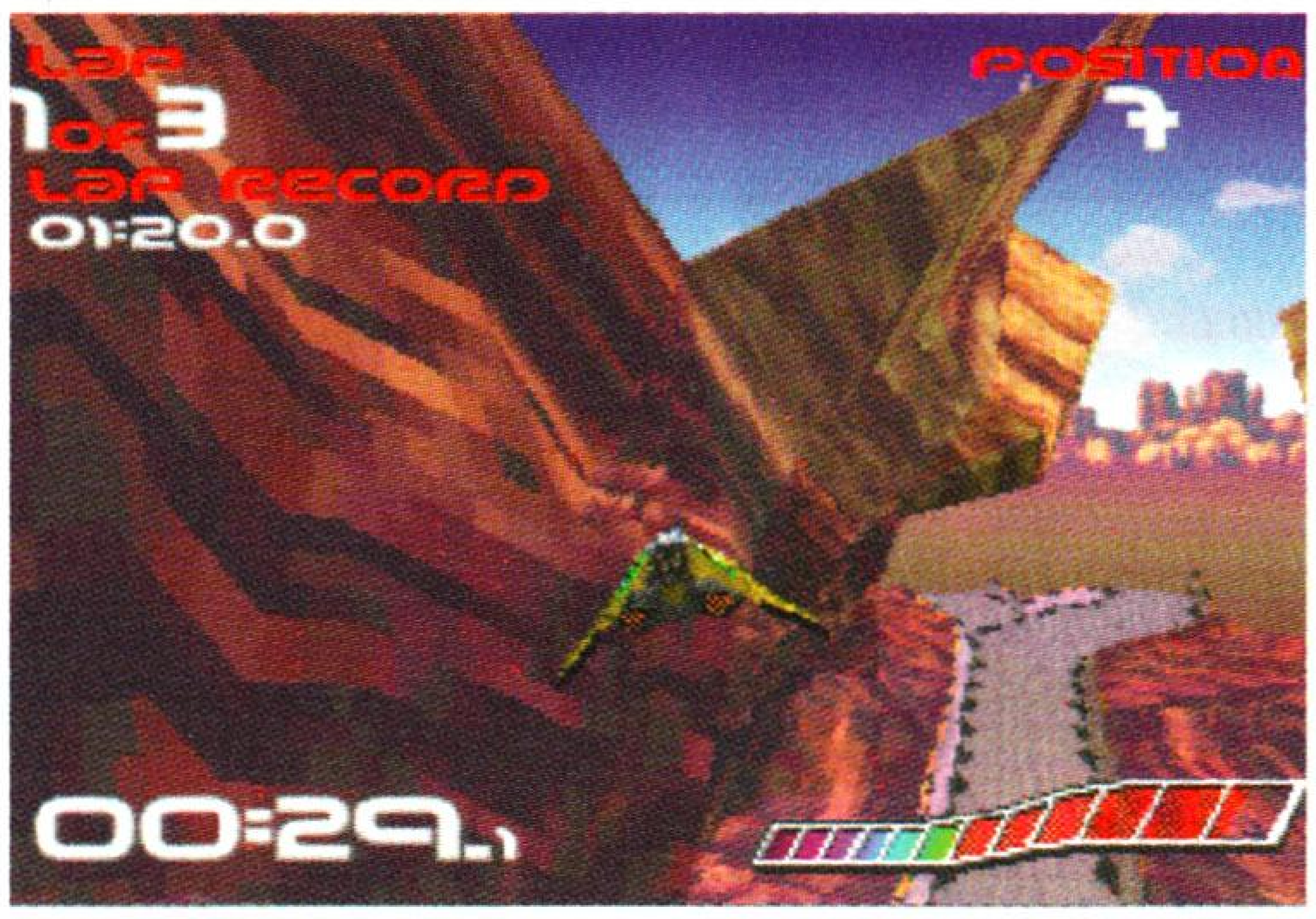
Psygnosis finally release WipeOut on the Saturn! But is it all machine owners were hoping for?

FULL PSYGNOSIS SATURN LINE-UP

Another three titles are scheduled for conversion. Work has been started on a Sega translation of Destruction Derby (which uses even more of the PlayStation's 3D tricks than WipeOut) which we're looking forward to seeing.

Two further games: 3D Lemmings and the sleeper PlayStation hit DiscWorld are also in the works. Sega have signed up the entire quartet.

Further Saturn conversions are planned, but Psygnosis have made no official comment on future translations.

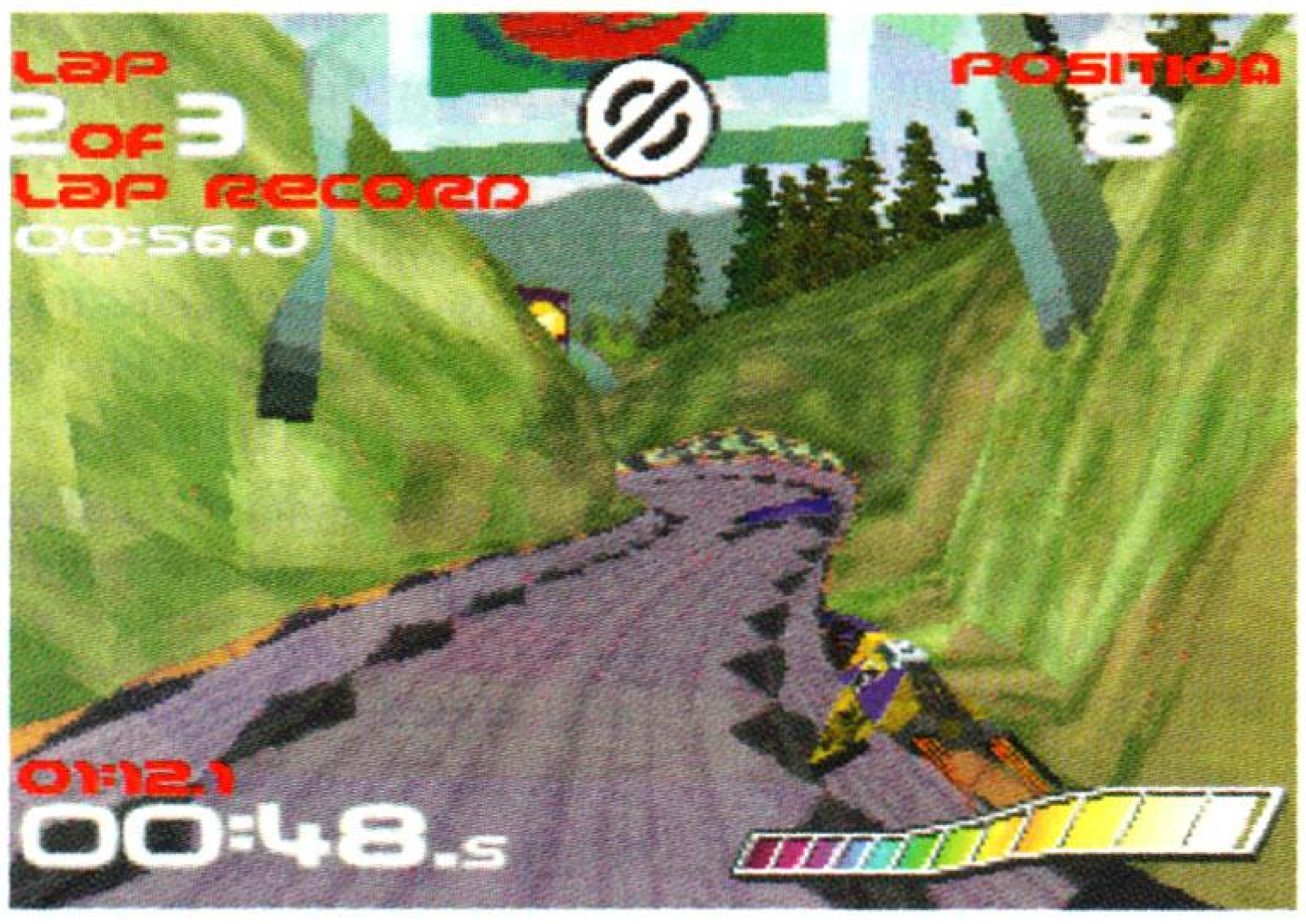


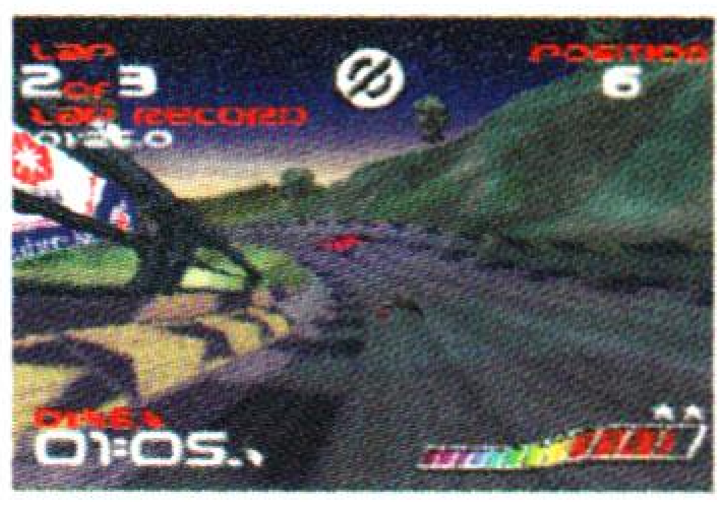
After much faffing around, denial of its very existence, followed by a truckload of hype, the Saturn version of WipeOut finally makes its way on to the system this month. And contrary to PlayStation scaremongerer's beliefs, it's pretty much intact when compared to the original - bar a couple of soundtracks which Sega didn't fancy paying the royalties for and, let's face it, while they were very nice they don't make a dot of difference to the already excellent gameplay.

CAN THE SATURN HANDLE THE SPEED AND FLUIDITY OF WIPEOUT? CAN THE CONVERSION MATCH UP TO THE MIGHT OF SEGA RALLY?

But, conversions, being what conversions will be, are never exactly the same as the original title. Sometimes extra levels will be added to make originals better and other times (in the case of PC WipeOut especially) the conversion will be a rasping husk of the original it was supposed to represent. Saturn WipeOut falls into neither of these categories, instead being a good conversion that isn't quite good enough to allow Saturn owners to gloat over their PlayStation buddies.

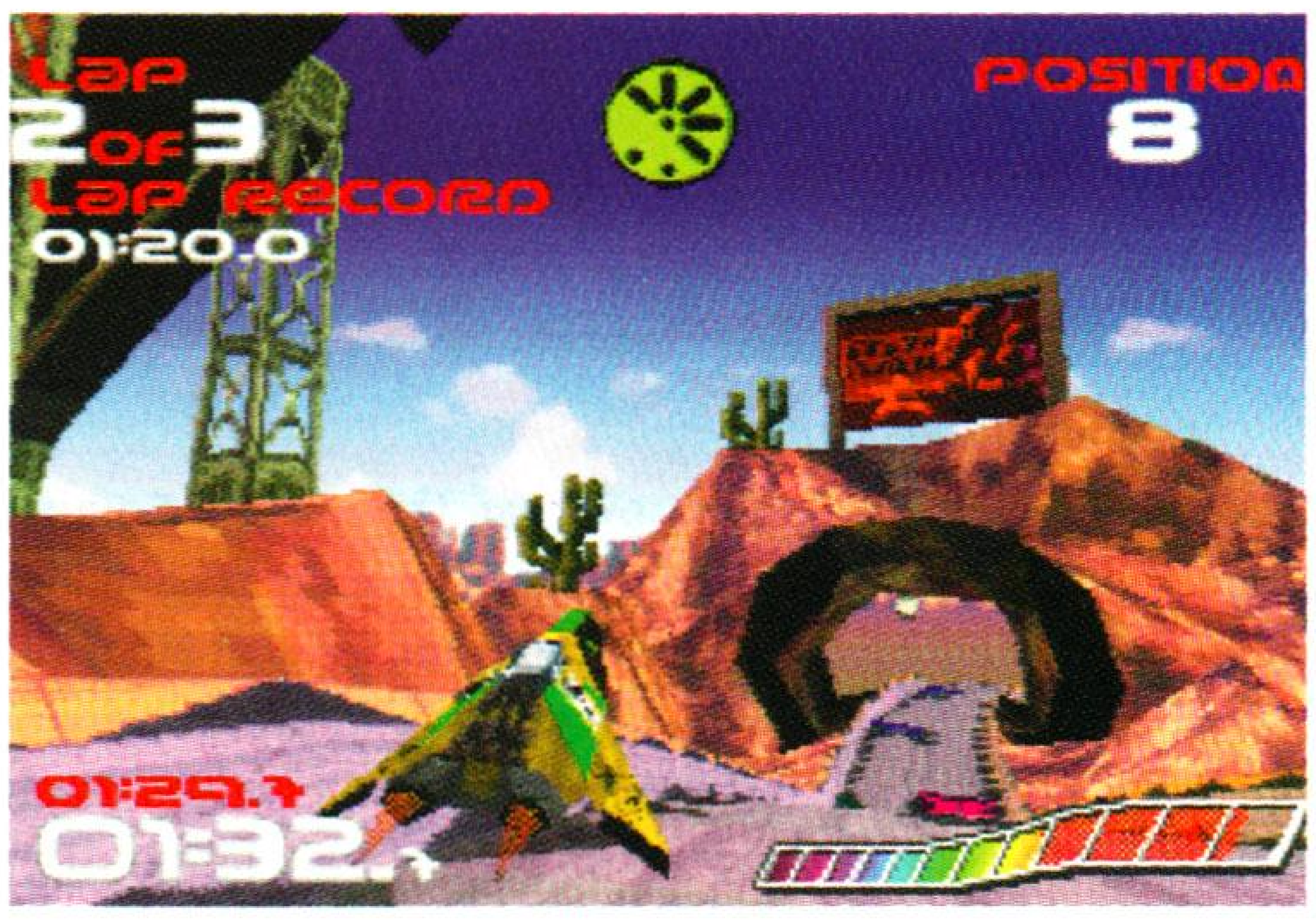
There's nothing missing from the title as such, and every track has been reproduced fairly well, but the game has lost a lot of the sheen and slickness that was so apparent in the PlayStation version. This is most apparent on the first race(unfortunate as this is the first one you're likely to see) where the tracks have a more grainy appearance, with the colours seeming less vibrant than on the PlayStation original. The ship has also lost something in translation, especially with its effects - the shield effect isn't the shiny translucent affair it was on the PlayStation, instead it has a clunkier, more cartoony appearance.





However, in a way this is only to be expected for a title that was originally programmed as a PlayStation game - created with the machine's finer points in mind. And considering what people were probably expecting to see (a really awful cruddy conversion), this has actually beared up quite well. The speed of the original remains in the conversion, although the frame rate has dropped quite considerably, making the game look jerky when put up against its PlayStation brethren. Another point worth raising is the controllability of the craft. Perhaps it has something to do with the frame rate being lower, but your trusty ship is now far more difficult to control. You do get used to it after a while (just as you did when you first got to grips with the original), but sometimes it seems as is the craft is just far too fast for its own good.

Another loss in the translation process is the link-up mode. Despite the hardware (a simple serial link-up cable) being available to developers for months, the conversionsmiths weren't able to include this. It's not really that much of a loss (although entertaining, it wasn't the best point of the original by any stretch of the imagination), but this could have been the perfect launch vehicle for Saturn link-up gaming.



Still, it's all very well comparing the game to the original version. However, the point is, if you take this as a game in its own right rather than simply comparing it to the PlayStation version, you'll find that it's way, way better than most current Saturn releases and while it's not quite up there in the Rally hall of fame, it certainly has a good go. No-one could deny that the gameplay on offer here is a cut above the average Saturn title.

So, while you wouldn't want to own the Saturn version of WipeOut if you already bought the PlayStation game, it is a worthy choice for Saturn-only machine owners - despite not being quite as perfect as the PlayStation original.

★★★★

MAGIC CARPET Bullfrog's classic 3D shoot 'em up makes its way to Saturn!

After months and months spent deep in development on the Saturn and PSX versions of Magic Carpet, both have turned up in the same month, although unfortunately they're not both identical. In terms of gameplay, there's not a bit of difference between the two , although graphically it's Saturn owners who lose out once again, with PlayStation owners getting the chance to lord it up over richer colours and more detailed backgrounds. Of course, this makes little difference to the gameplay, which both matches up to the PC original and the PlayStation version perfectly.

BULLFROG'S SECOND SATURN ACTION GAME IS SUPERB! MAGIC CARPET FEATURES A SUPERB DEPTH OF GAMEPLAY AND MUCH PLAYABILITY!

For Magic Carpet novices, the basic aim is to build up a huge castle for yourself, then to protect it from the attack of other wizards. Castles can be expanded on collection of mana - the life force which inhabits all creatures and is spilled out once a creature is exterminated. Mana can also be stolen from other wizards, and can be hunted down all over each of the environments where sometimes it will just be hanging around waiting for someone to pick it up. To aid you in your quest, there are a variety of spells to be picked up, providing you with high explosive weaponry and the like to see off more persistent enemies and also any particularly hard creatures.

Set across a considerable 75 levels (25 of which come from the original Hidden Worlds add-on disk), the action soon becomes incredibly frantic with enemy wizards attacking from all directions and hordes of creatures to steer clear of/attack, including swarms of bees, angry trolls and lumbering apes. Consisting of a perfect mix of strategy and mindless blasting, Magic Carpet is played from a first-person perspective, in good-as-you-get 3D. Graphically, this is very impressive, with huge, grotesque enemies, bustling Berber towns and stark, desert landscapes. We're still not too sure over the reasons behind the overdone "mist" effects, - it means you can't see what's coming until it's almost in your face - surely the clipping couldn't have been that bad, but graphically, this is probably the only criticism worth noting.

In fact, all round this is both enjoyable and in-depth, and it also has the added bonus of being a fairly original concept for the Saturn. There's little doubt that this will appeal to all fans of shoot 'em ups, and while it isn't in the class of the forthcoming Panzer Dragoon 2, it certainly matches up to the original Panzer and improves on it with far deeper gameplay. It also has an overall objective, rather than simply providing mindless blasting entertainment. While 75 levels of the same kind of entertainment may possible be too much for some gamers, there's no doubting that this is an impressive and long-lasting title, which more than makes up for the disappointment of Bullfrog's Hi-Octane.

★★★★

JAPANESE MADNESS

Congratulations to the two readers who 'phoned into **MAXIMUM** to say that yes, they had beaten the incredible Ranking Mode score for Virtua Cop as seen in issue #3 of the magazine. However, in recent weeks AM2 have issued a new challenge to players of the game from their labs in Japan - that being to get through the entire game in Ranking Mode (scoring 100% on the mission clear rate) with as *low* an overall ranking as possible! The challenge from AM2 a very poor ranking of 9. Can you beat that?

SHINING WISDOM

Shining force finally hits Saturn! But was it worth the wait?

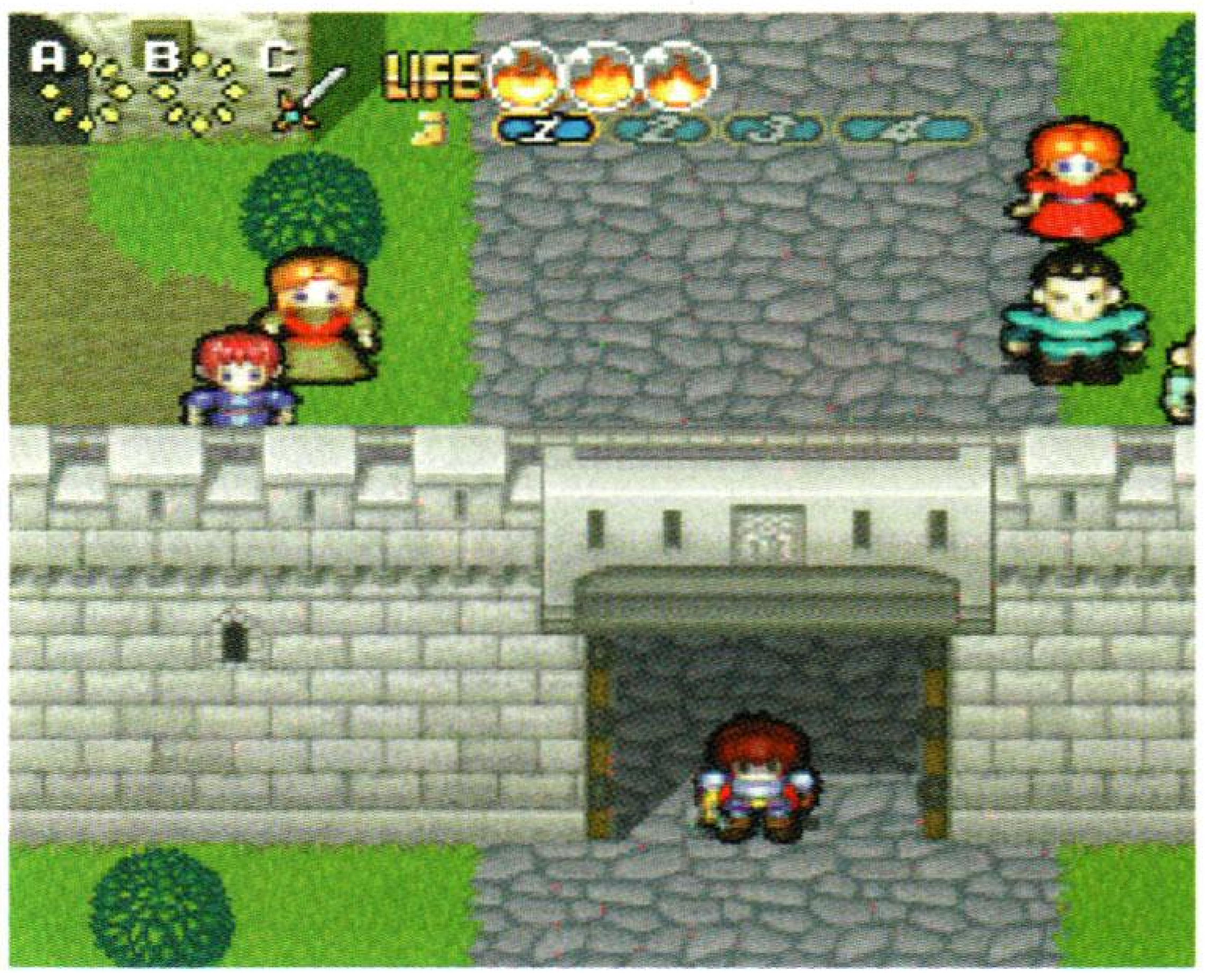
SATURN RPG UPDATE

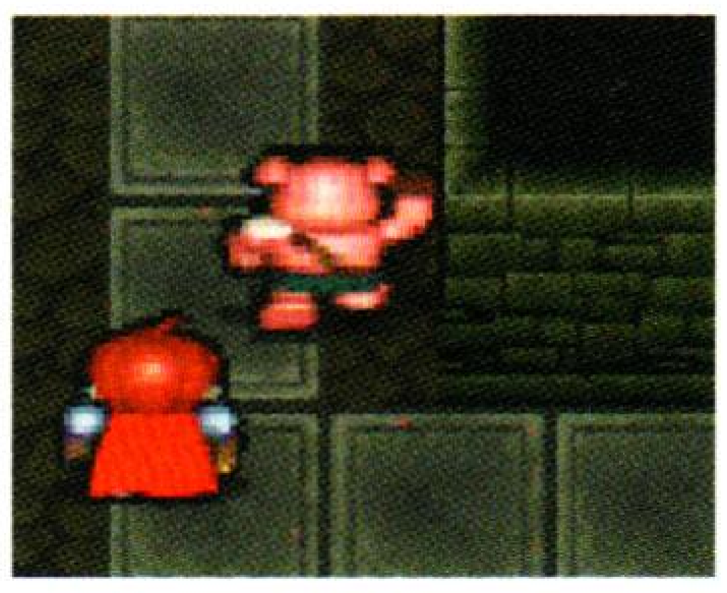
As everyone knows, there is only one genre of game more popular in Japan than the beat 'em up: the role-playing game (RPG). Saturn is benefiting from two new games of the type that look hot.

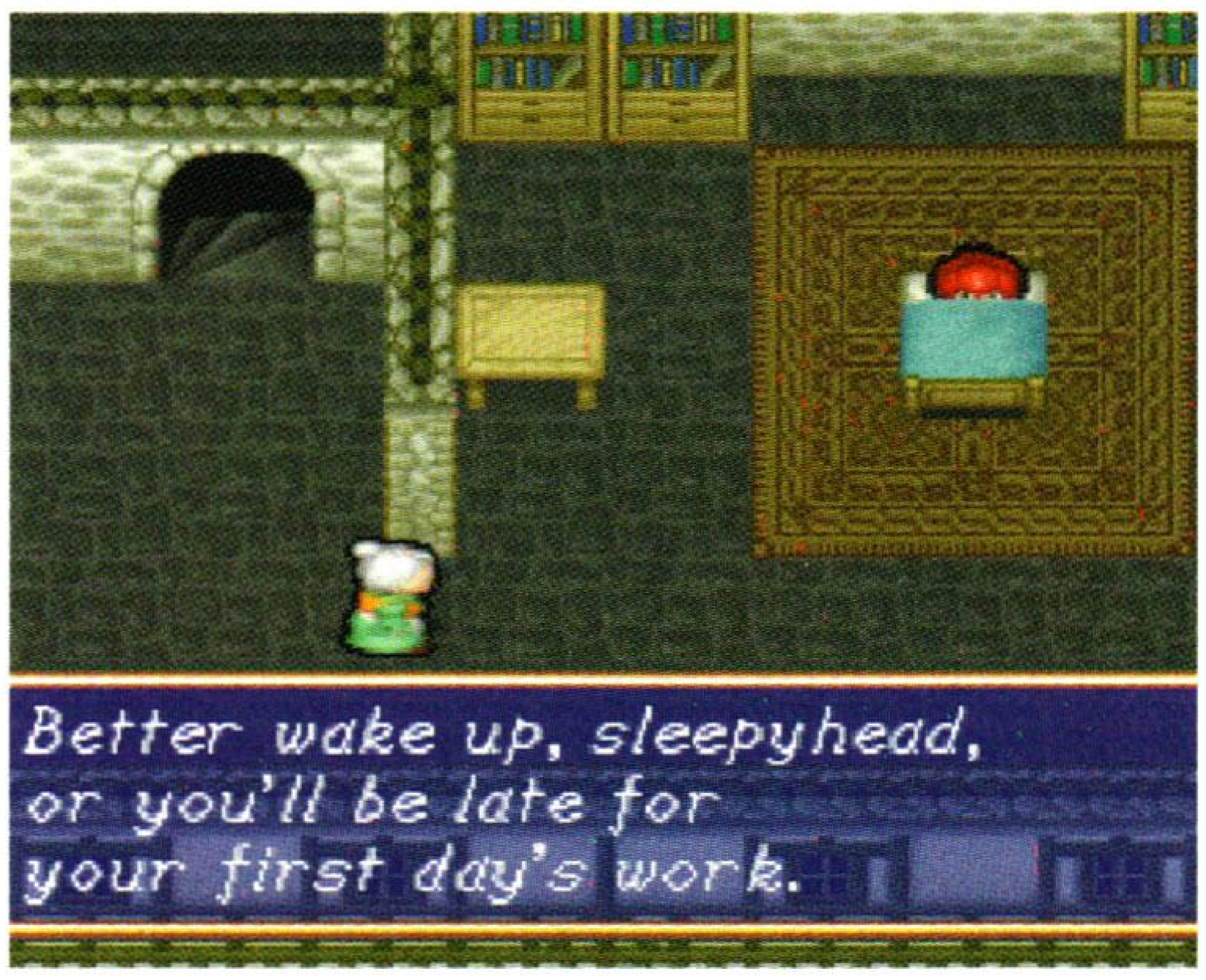
First off is Legend of Thor, a Saturn retread of one of the greatest Megadrive RPGs, Story of Thor (or Beyond Oasis, as the Americans renamed it). This looks perhaps too close to the Megadrive original, but the excellent gameplay and Yuzo Koshiro music should make it great.

More promising is Climax's forthcoming Dark Saviour. A 3D RPG with a great pedigree (Climax produced LandStalker on the Megadrive), this is by far the most awaited adventure for the Saturn currently in development.

The question is, how will these two compare with the forthcoming PlayStation Final Fantasy VII game from masters Squaresoft?







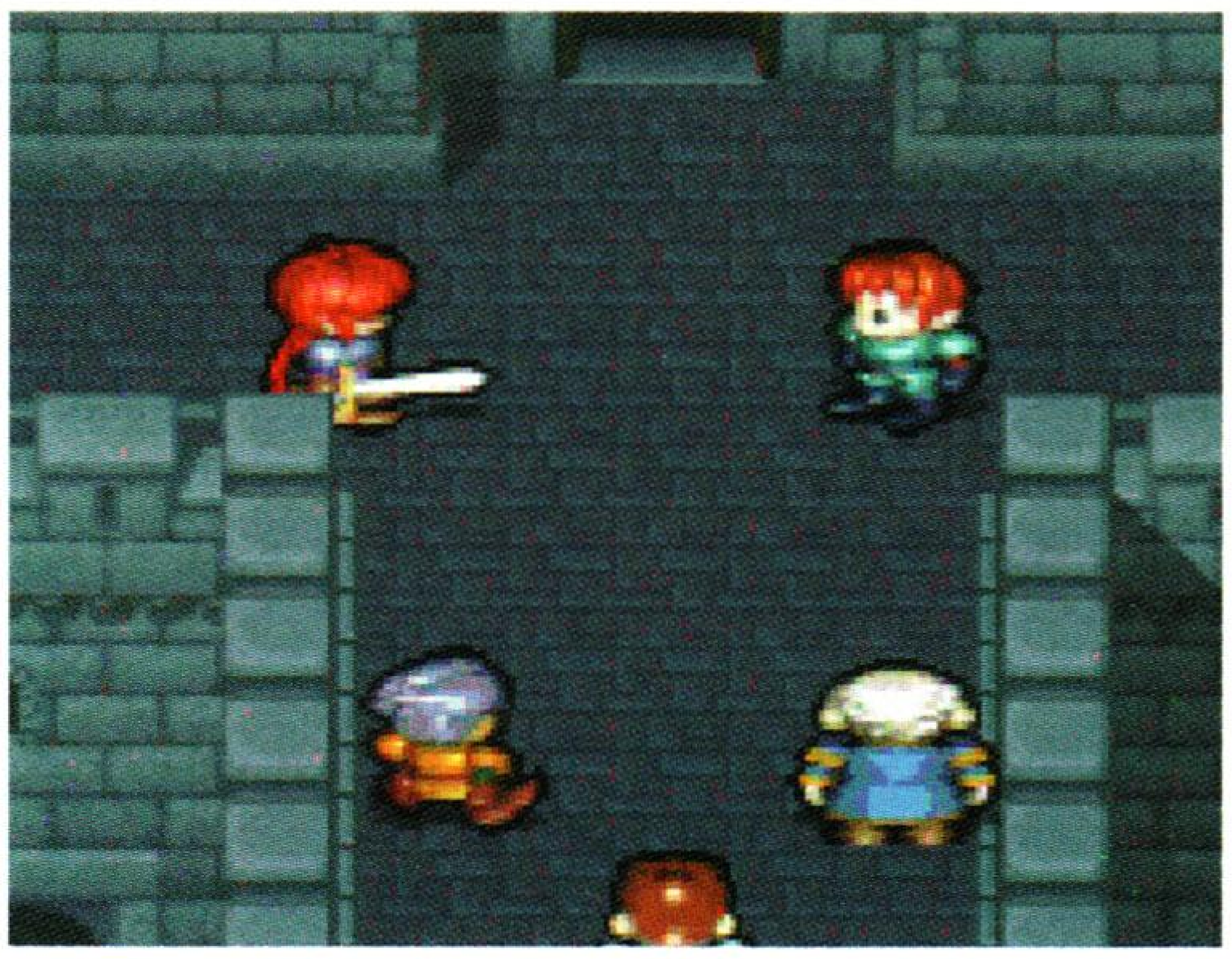
Better wake up, sleepyhead,
or you'll be late for
your first day's work.

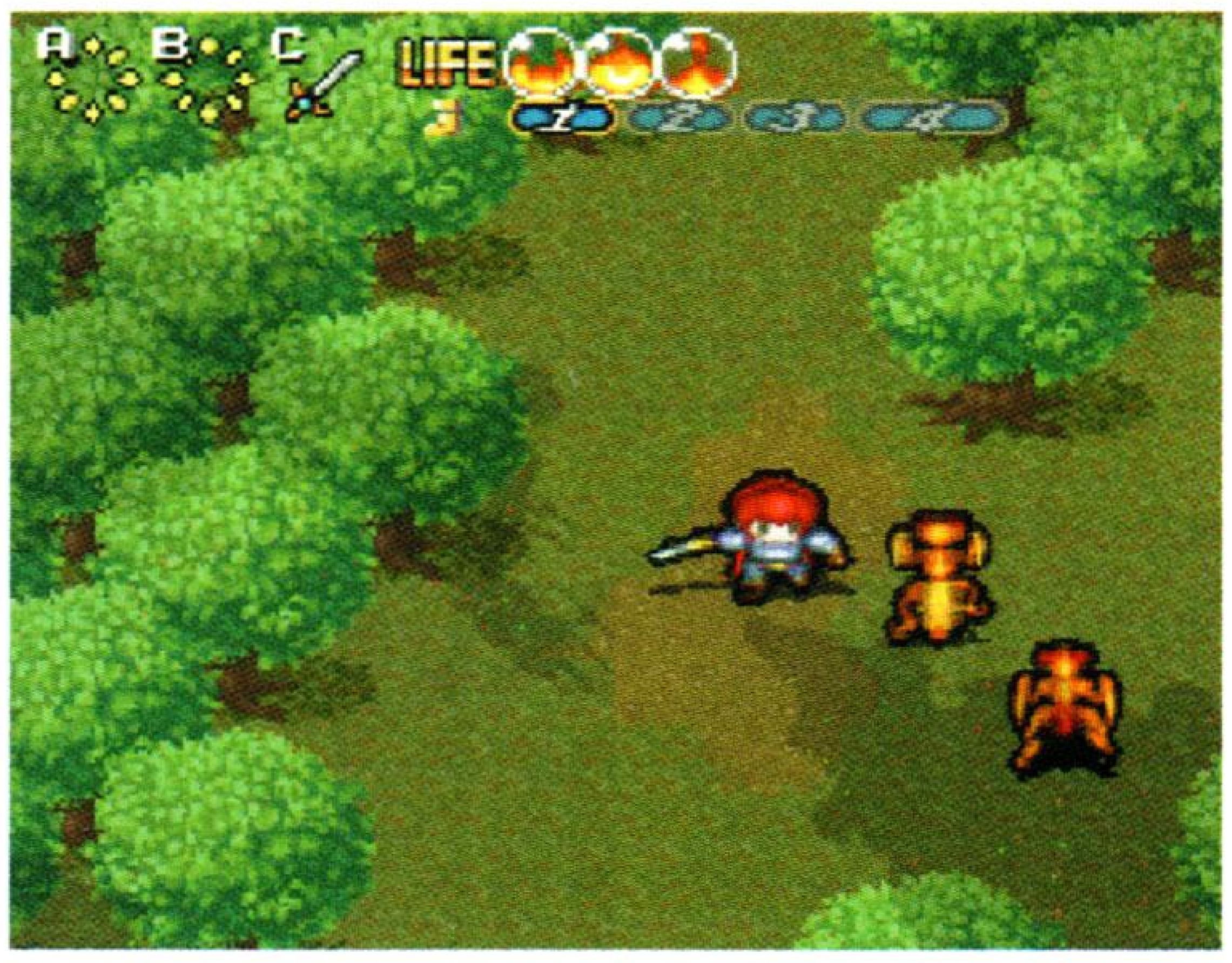
There have been several Shining Wisdom titles over the last couple of years, and almost every single one has been of top-notch quality. However, this is the first of their titles to appear on the Saturn, and while their 16-bit games were fairly renowned for their innovation, their Saturn debut is fairly disappointing when it comes to any ground-breaking graphical effects. In fact, what's on offer here is distinctly 16-bit, suggesting that this was complete before the Saturn was launched and was simply ported over to the super-console as something of a stopgap. The result isn't too bad - there's actually some pretty in-depth RPG action going on for most of the game and of course, it's all played out in the inimitable Shining Force style. And while this may be just too 16-bit for some players, there's no denying that Climax have it right when it it comes to the essential RPG mix.

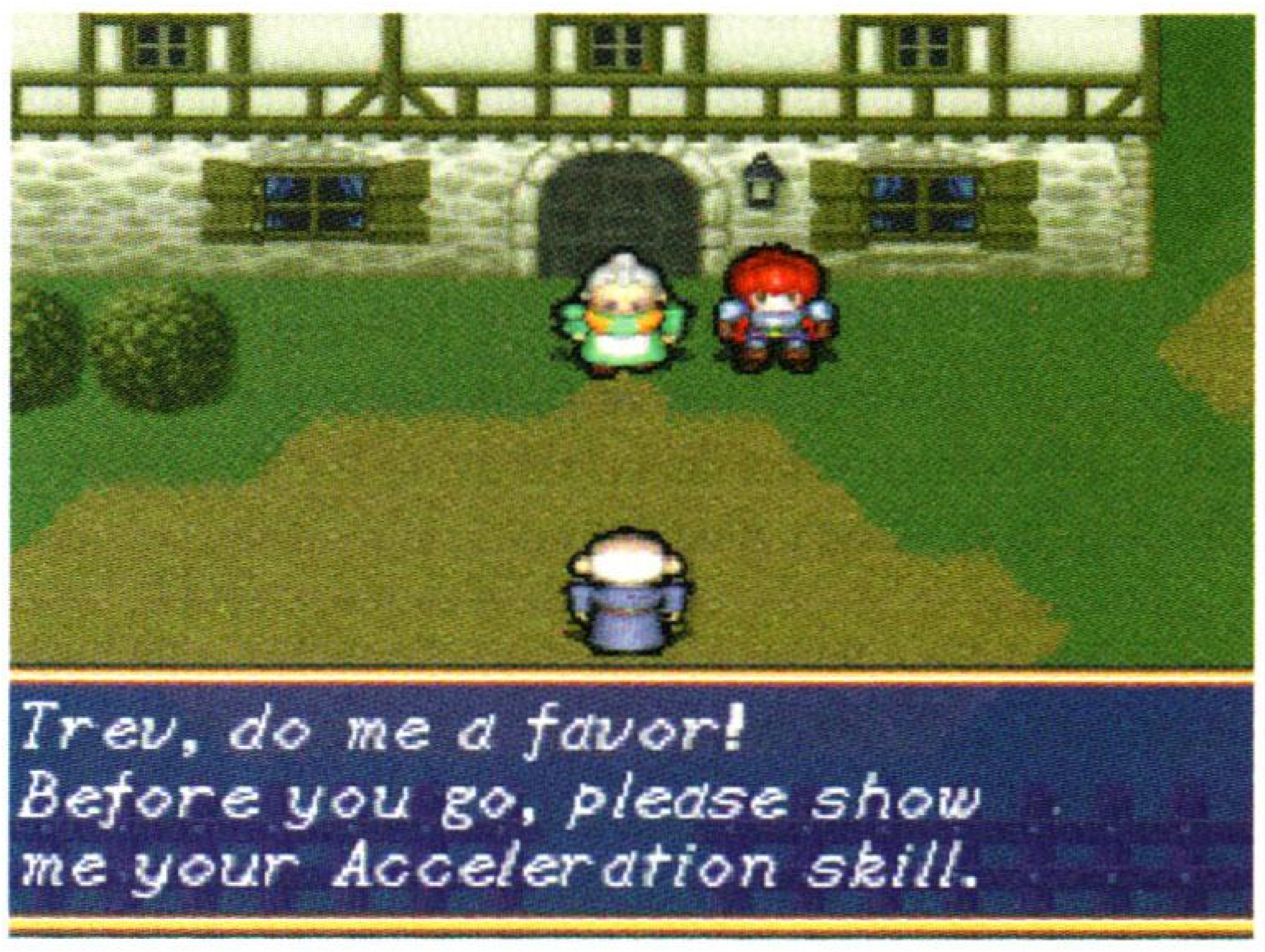
But, and this is a fairly big but, you'd have thought that at least some effort would have gone towards making the result slightly more Saturn worthy than it is. Sure, there's a few swirly tunes to accompany the gameplay and the graphics are actually slightly better than seen in previous titles, but you would have at least expected the character interactions to be by voice rather than by text screens (both would have been quite nice too). As it stands, you may as well have got your Megadrive out and played one of the old adventures.

Still, if you're a particular fan of this series of adventures - and let's face it, there's plenty of people who are, then this will no doubt cater for any RPG cravings that you might be having. And while it may look a bit dated, there's no denying that Shining Wisdom holds its own when compared to more up to date titles such as D or Virtual Hydlide, although the gameplay centres around epic battles and character interactions more than any present day title. Obviously when Dark Saviour and Story of Thor arrive it faces some slightly stiffer competition, but in the meantime, there's no reason why you should let the appearance of this title put you off playing what is actually one of the most entertaining RPGs available for the Saturn.

REMEMBER... IT'S GAMEPLAY THAT COUNTS, NOT GRAPHICS...
A DEEP AND INVOLVED QUEST WHICH HAS BEEN GRANTED AN OFFICIAL RELEASE!



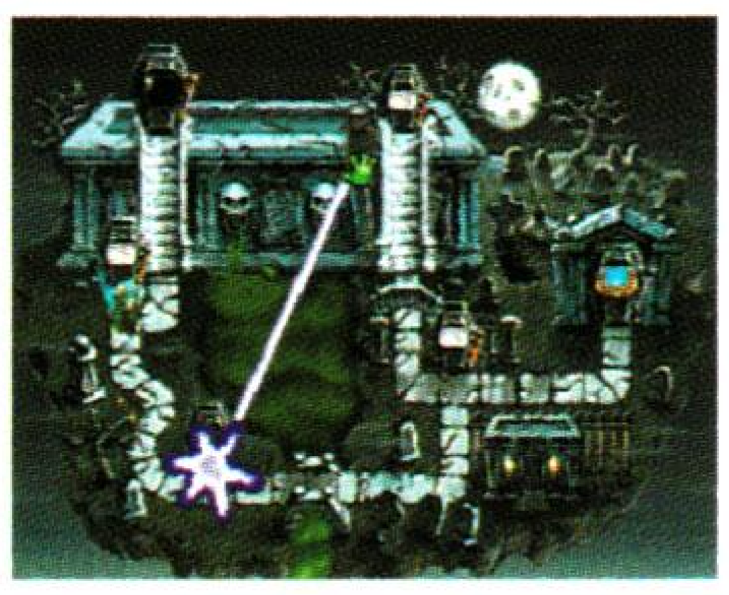
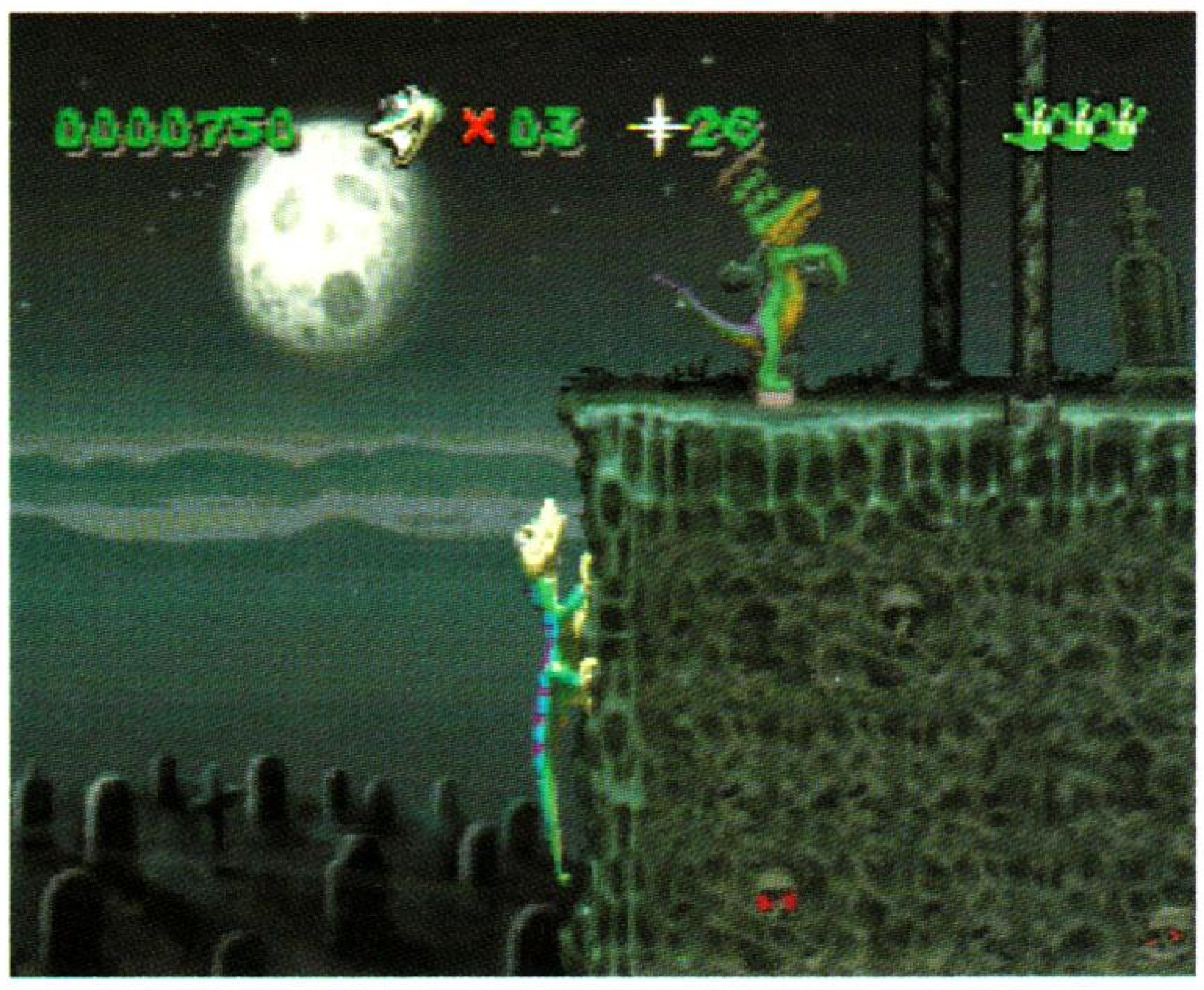




Trev, do me a favor!
Before you go, please show
me your Acceleration skill.

★★★★

GEX Scraping the barrel for the next generation of platform heroes?

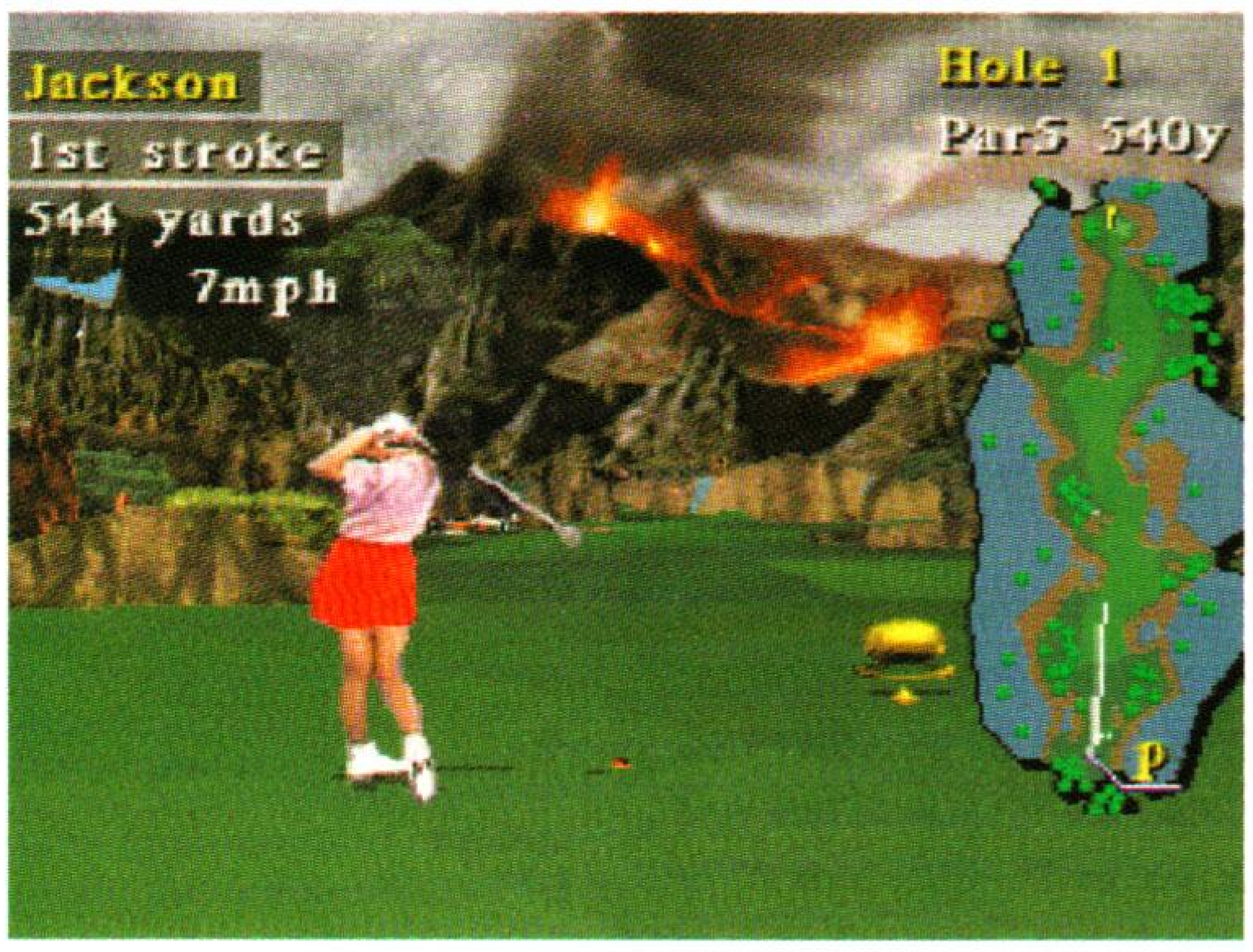



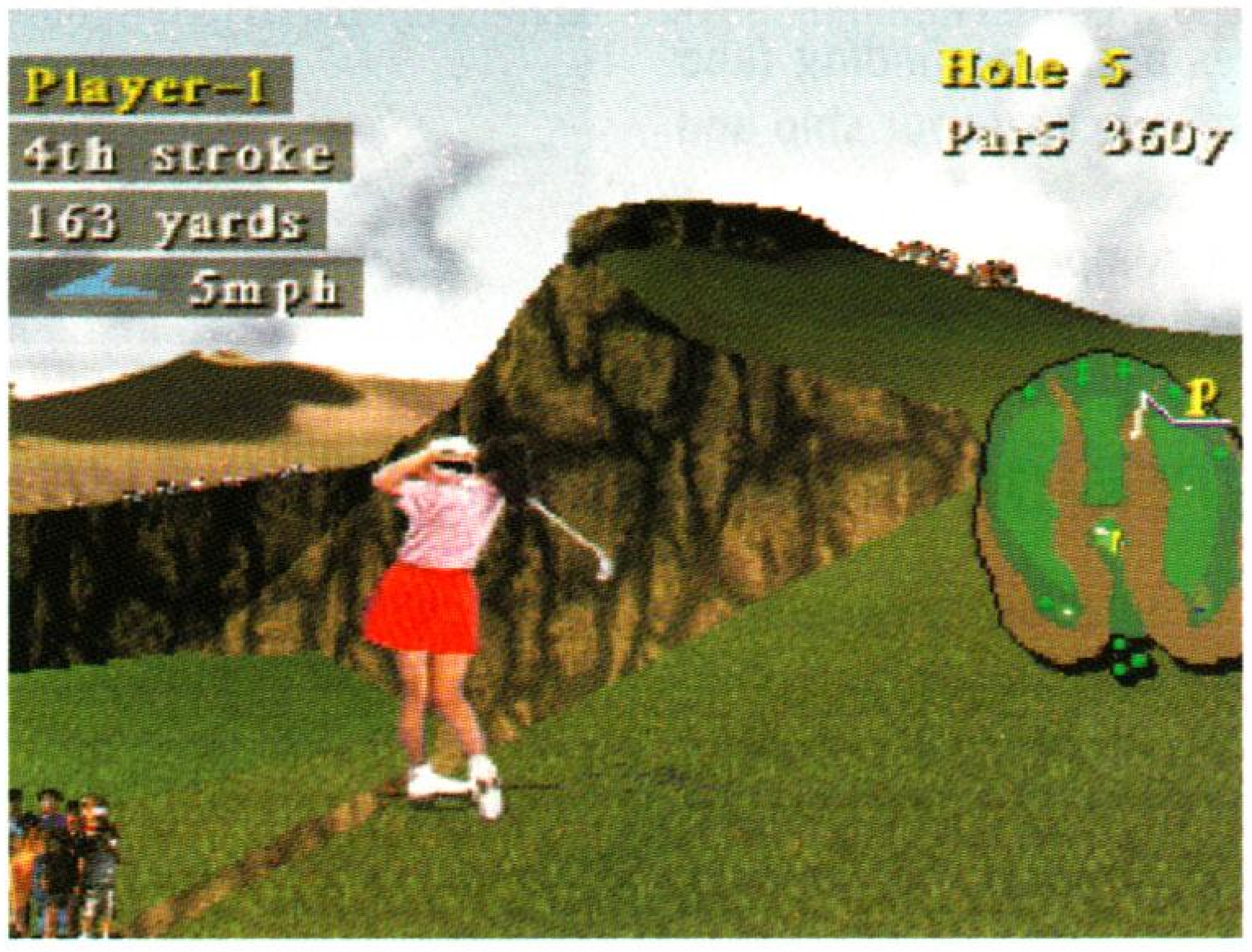
Ever on the hunt for the next big thing, it's amazing what some software houses will turn to when desperate for a new platform hero. Let's face it - the genre has been pretty much exhausted when it comes to suitable new stars, but no, BMG are having none of that. Which is obviously why they've decided to employ the talents of Gex - gecko lizard extraordinaire. Yep, starring in his own adventure, Gex must negotiate his way around various platform levels, doing his lizard thing - which evidently consists of scampering about levels and clinging to walls. Incidentally, the only reason he's here at all is because some mad inventor decided to suck him up into the television, equipping him with a pair of shades in the process. Yes, it is that sort of game.

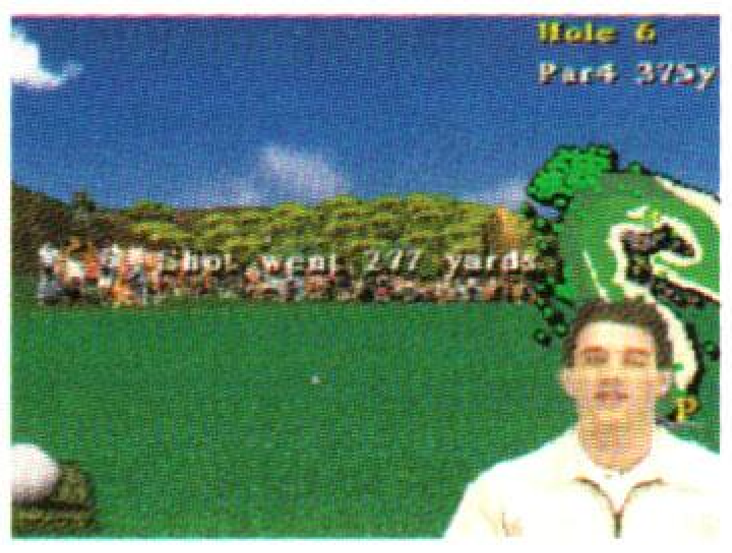
Anyway, Gex must now find his way out of TV world, and to do this he must discover all the remote controls hidden within each level. There's many a beastie to be exterminated along the way many of which have an hilarious cartoon routine. Yep, you're right again, this is all very reminiscent of Megadrive platform adventures indeed. However, it's not all bad news. The graphics while not exactly impressive are of your average platforming standard, and there are plenty of levels to trawl through. But there's nothing much that would make you feel as though you'd made the right decision if you'd rushed out to buy the game, in fact, you might even feel a little hard done by. Below average fare indeed.

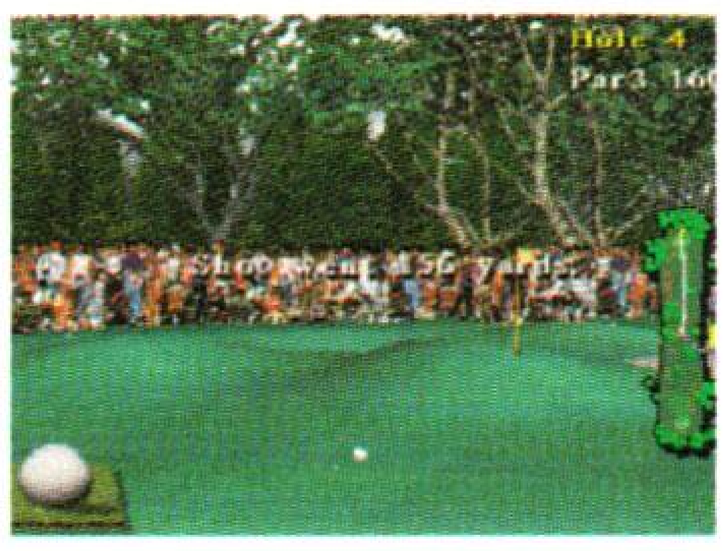
★★

VALORA VALLEY GOLF The devil has all the best games! It's Pebble Beach in disguise!









Bwa-ha-ha! I am the god of hellfire and I bring you.. Valora Valley Golf! Yep, this month the Saturn is treated to the world's first golf game featuring Lucifer himself! Who would have thought - all those mild mannered old fogies in their plus fours unsuspectingly playing side by side with the devil! If only they knew!

Anyway, if you're thinking that this seems like one of those "novelty" tricks employed to distract the potential punter from the more obvious, dull gameplay on offer, you'd be right on bingo correctomundo. Despite featuring the infamous horned hoofer, this has very little to offer in terms of an enthralling golf sim. In fact, apart from the name and a couple of graphical references, there's nothing in the actual gameplay which refers to the devil at all. Plus, there's only one course and everything gameplay-wise is very reminiscent of Pebble Beach Golf. Suspiciously so, in fact. And that just about sums it up really. Of course, there's all the usual stats screens, skins games and all the other malarkey that serves to pad out the otherwise sparse gameplay, but this brings nothing new to the already crowded-to-breaking-point Saturn golf game market. Why can't someone have the sense to either convert the original PGA series or just stay away altogether?

★★

MARVEL COMETH...

Capcom are currently flooding the Japanese market with quality 2D fighting games. Having made their Saturn reputation with X-Men, the company have consolidated their position with **MAXIMUM** Game of the Month Street Fighter Alpha (currently number one in the Japanese charts) and the new Vampire Hunter (see page 80). And the quality fighting games just keep on coming, with Capcom having confirmed that they are working on a Saturn adaptation of the incredible Marvel Super Heroes (see **MAXIMUM** issue #3). Expectations are high for a close conversion, and as far as we're concerned if it's as close as X-Men, it's a guaranteed Saturn classic. The first screenshots of the conversion should emerge from the R&D workshop at Capcom in the next couple of months...

SONY PLAYSTATION

PlayStation for £249

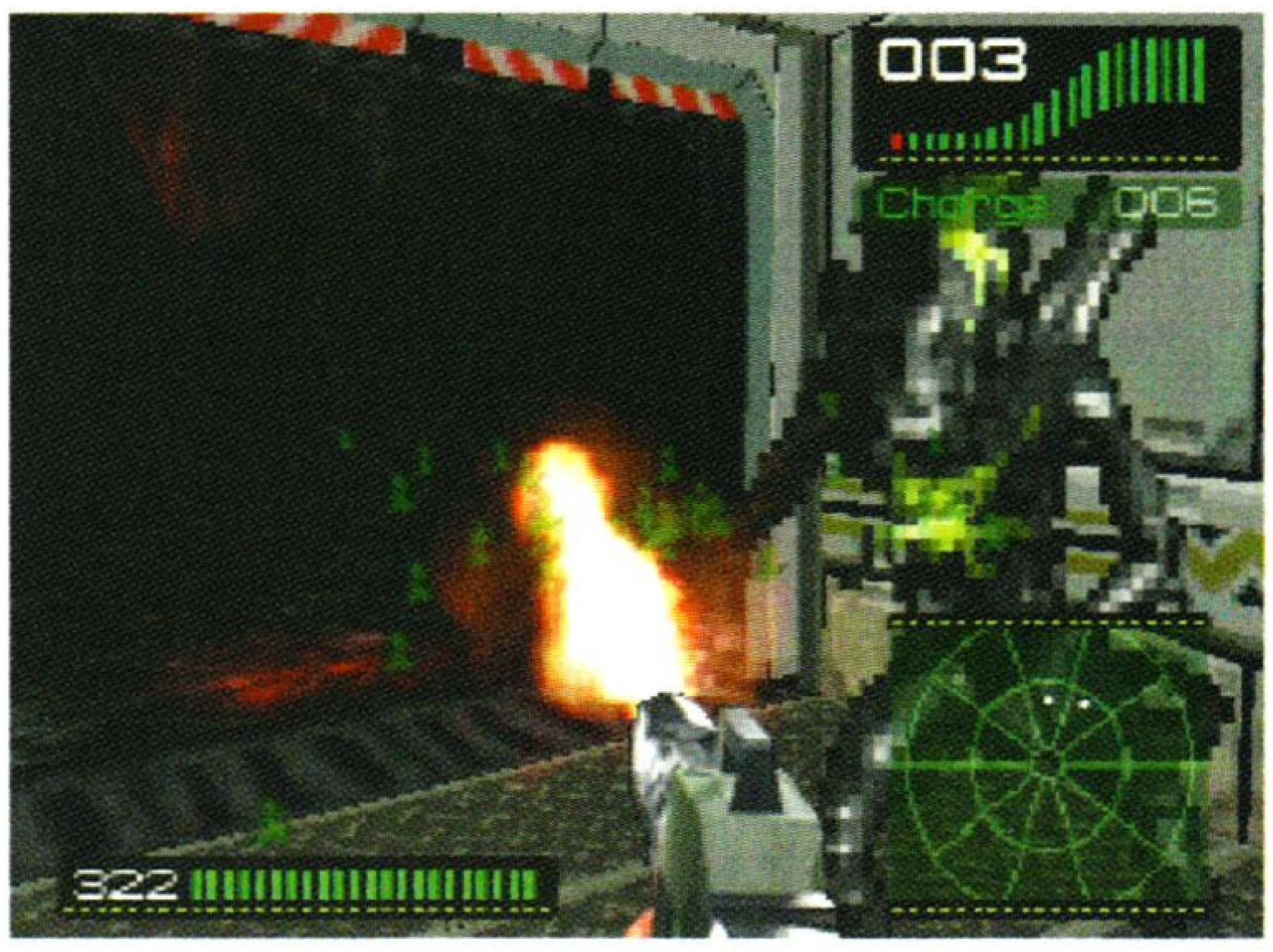
Very strong rumours are indicating a price cut on the way for the PlayStation. The hardware is already competitively priced at £299, but Sony has plans of making the PlayStation far more accessible to the mass market and it would appear that a £50 price drop will occur by the Christmas season at the very latest. Sony doesn't really need to worry about Nintendo 64 just yet (at least not over here), but Sega could preempt the PlayStation producers with their internally redesigned Saturn system which could well end up on UK shelves priced at an incredible £199... Watch this space for more details.

After all of the hype and the initially brilliant games, the PlayStation scene has calmed down significantly, with only Acclaim managing to make some waves this month with the impressive Alien Trilogy. At the same time, the Saturn seems to be gaining momentum with Gun Griffon and Panzer Dragoon being two examples of incredible videogames exclusive to the system. The news of an integrated 200 Sega Saturn system must also be making Sony nervous (they have plans to drop PlayStation to 250 by Christmas). It all comes down to software and once again Sony have the third parties to thank: coming soon officially we should have Resident Evil and Ridge Racer Revolution... And hopefully Tekken 2 will be brought forward from its current projected September release to join Psygnosis' incredible Formula One this summer.

ALIEN TRILOGY

Does Acclaim's monster PlayStation title deliver?

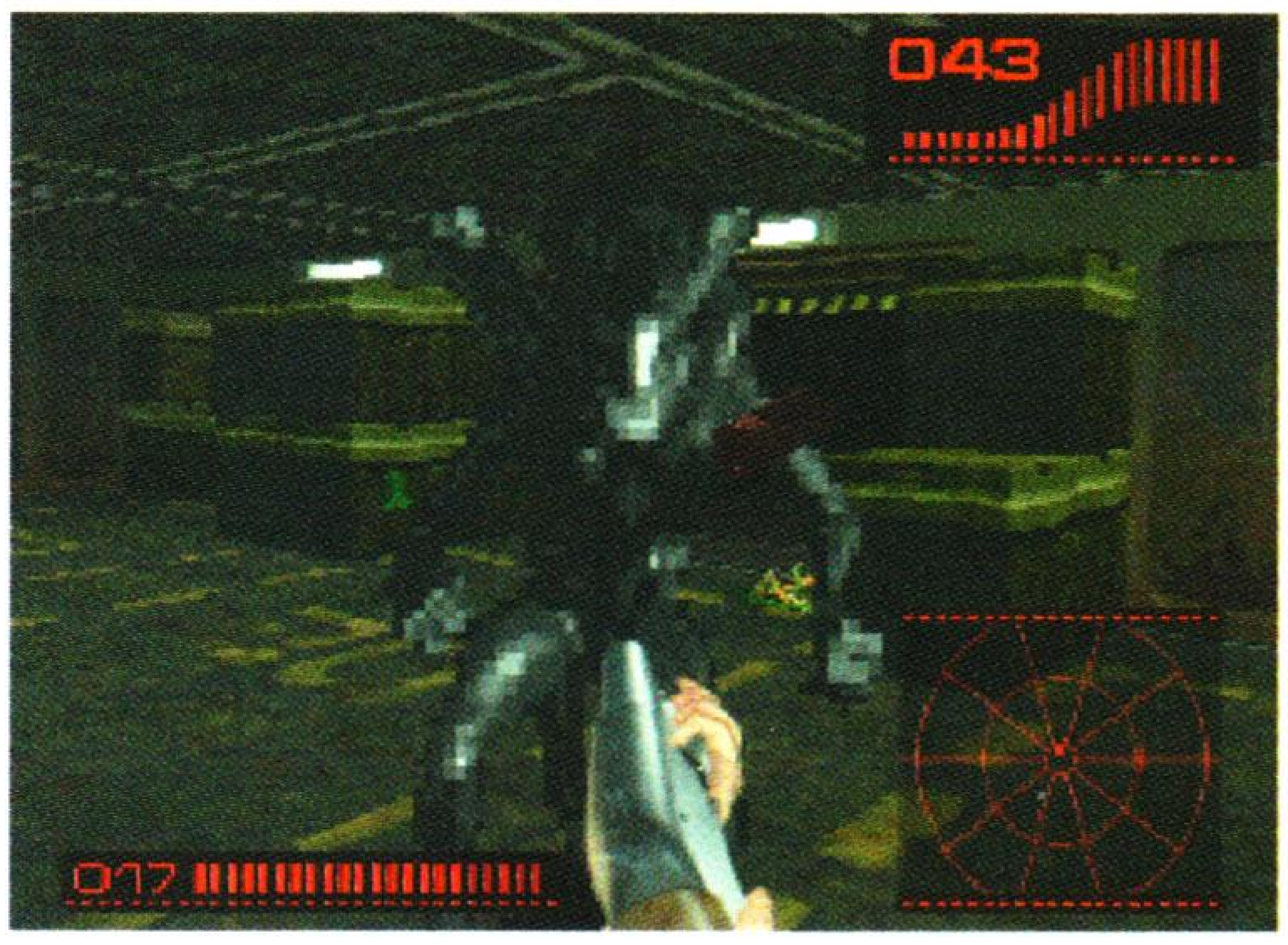
One of the most eagerly awaited videogames of the year has been Acclaim's Alien Trilogy, licensed from Fox Interactive (who have the Die Hard game up and coming) and coded by Probe. The game takes the basic premise of Doom, adds the Alien theme to great effect and introduces a variety of mission objectives - the aim being to create game that surpasses Doom's gameplay and playability. Have they succeeded? Well, it depends who you ask, as opinion on this particular game seems distinctly divided. Some say it's better than Doom because it's Alien-based whilst others point to the still unparalleled playability that made id the multi-millionaires that they are today.

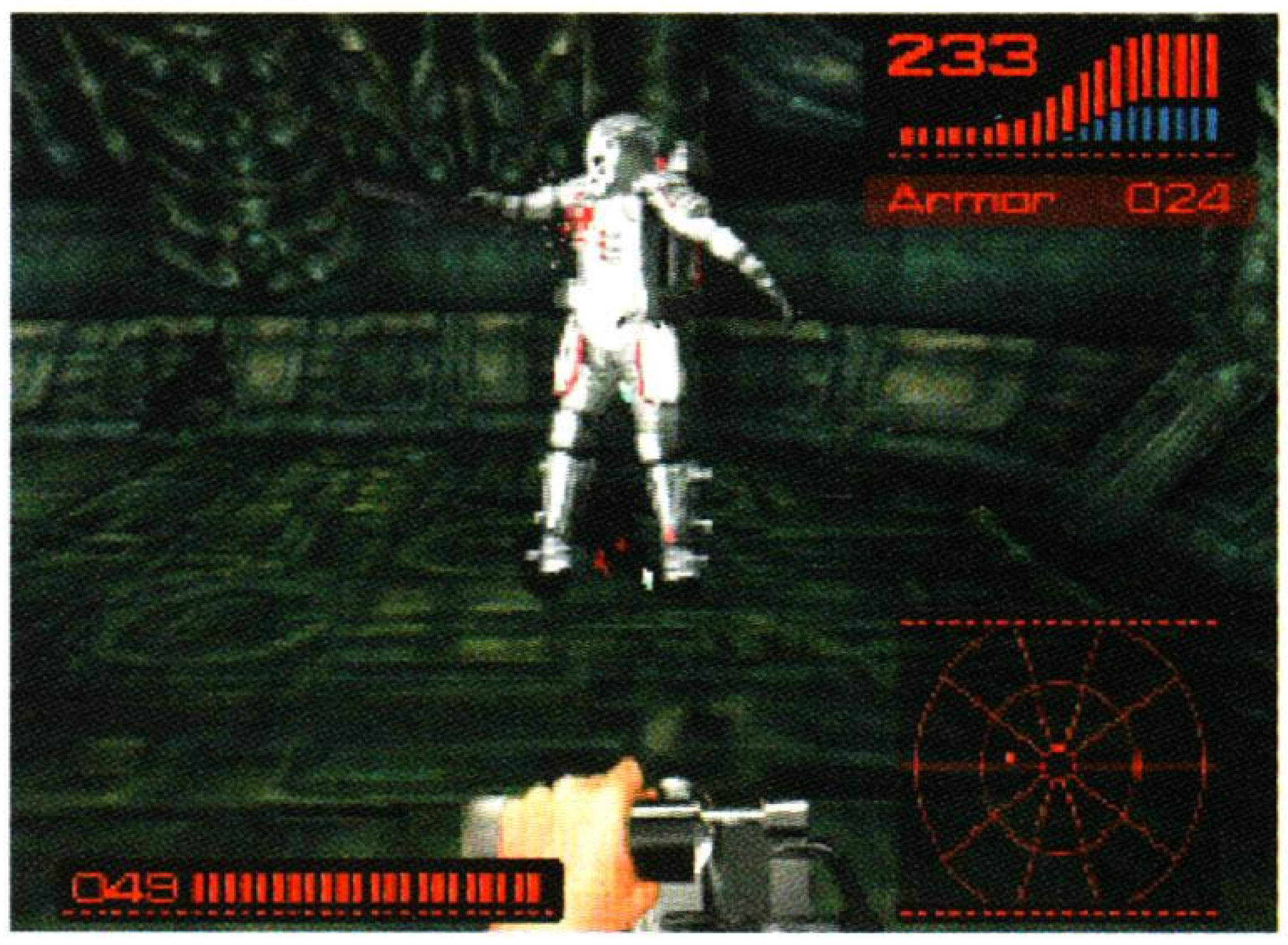


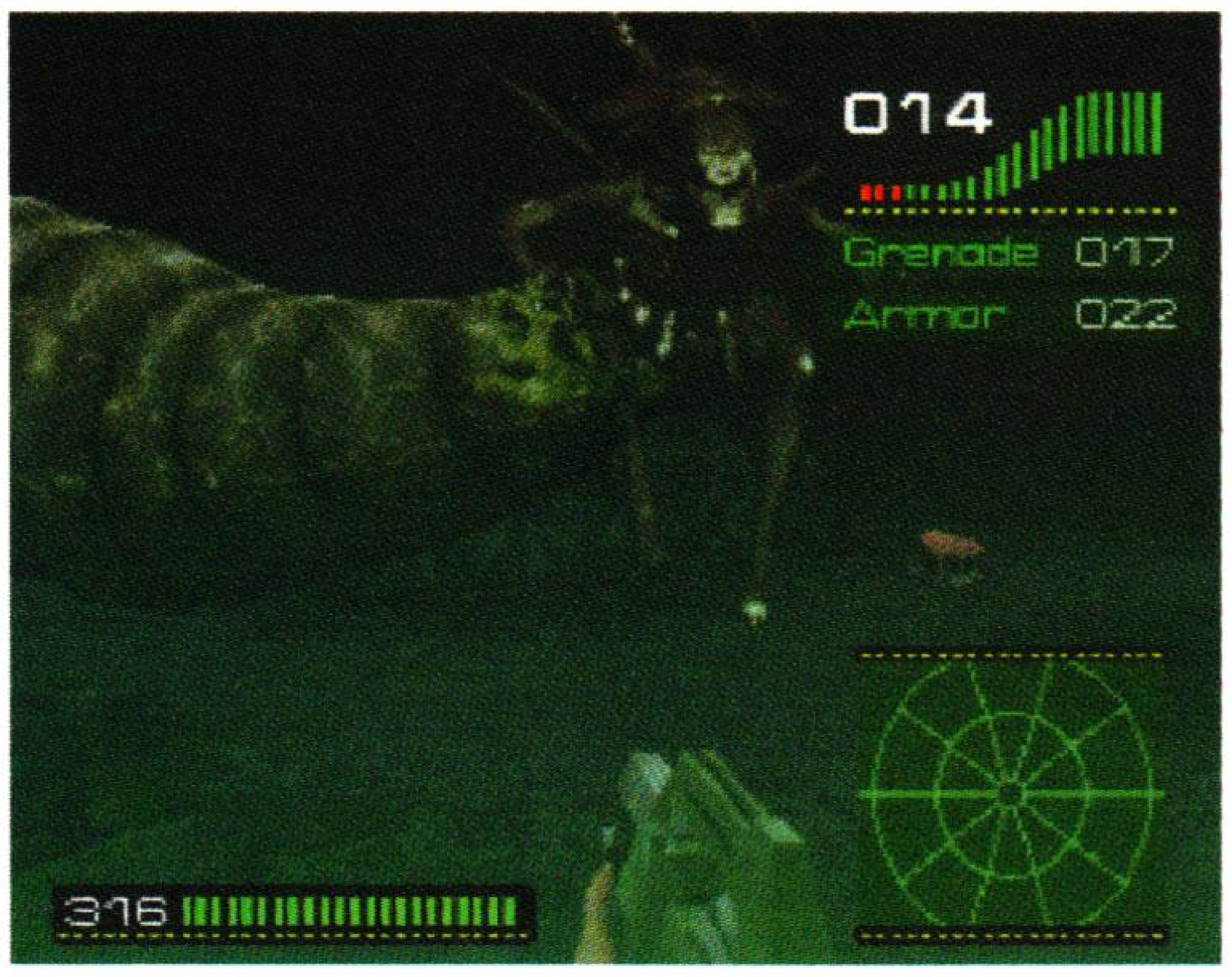
Alien Trilogy puts you directly into the combat fatigues of Ellen Ripley, the shaven ex-navigation officer who has been chosen by the Company to investigate the mysterious disappearance of the human colony on LV-426. There are 33 levels in all, split into three distinct sections (hence the Trilogy of the title) and each stage gives you a certain mission to perform. These range from banal tasks like blowing up barrels and (believe it or not) turning on lights right through to all-out Alien extermination. The other sections of the game are set on Alien3's prison planet and the "bone ship" from Alien. The basic action involves carrying out the specified task, shooting everything that moves and then finding (and opening) the door that takes you back to your ship and on to the next level.

Although the game is being compared to Doom by everyone, it's clear that the Alien graphics engine is far closer to Kileak the Blood 2's. In an effort to generate a more claustrophobic atmosphere than Doom (and probably to keep the frame rate up), Probe have opted for super-detailed environs with only a limited field of vision open to the player. The misting out effect, for the most part, doesn't even give you full view of the room you're in, let alone Doom's far-as-the-eye-can-see viewpoints. For this game though, the compromise in visibility has paid off, meaning that when Aliens do attack, often you are genuinely taken by surprise (with the proximity

A GRAPHICALLY SUPERIOR DOOM CLONE, WITH SLIGHTLY MORE INVOLVED GAMEPLAY



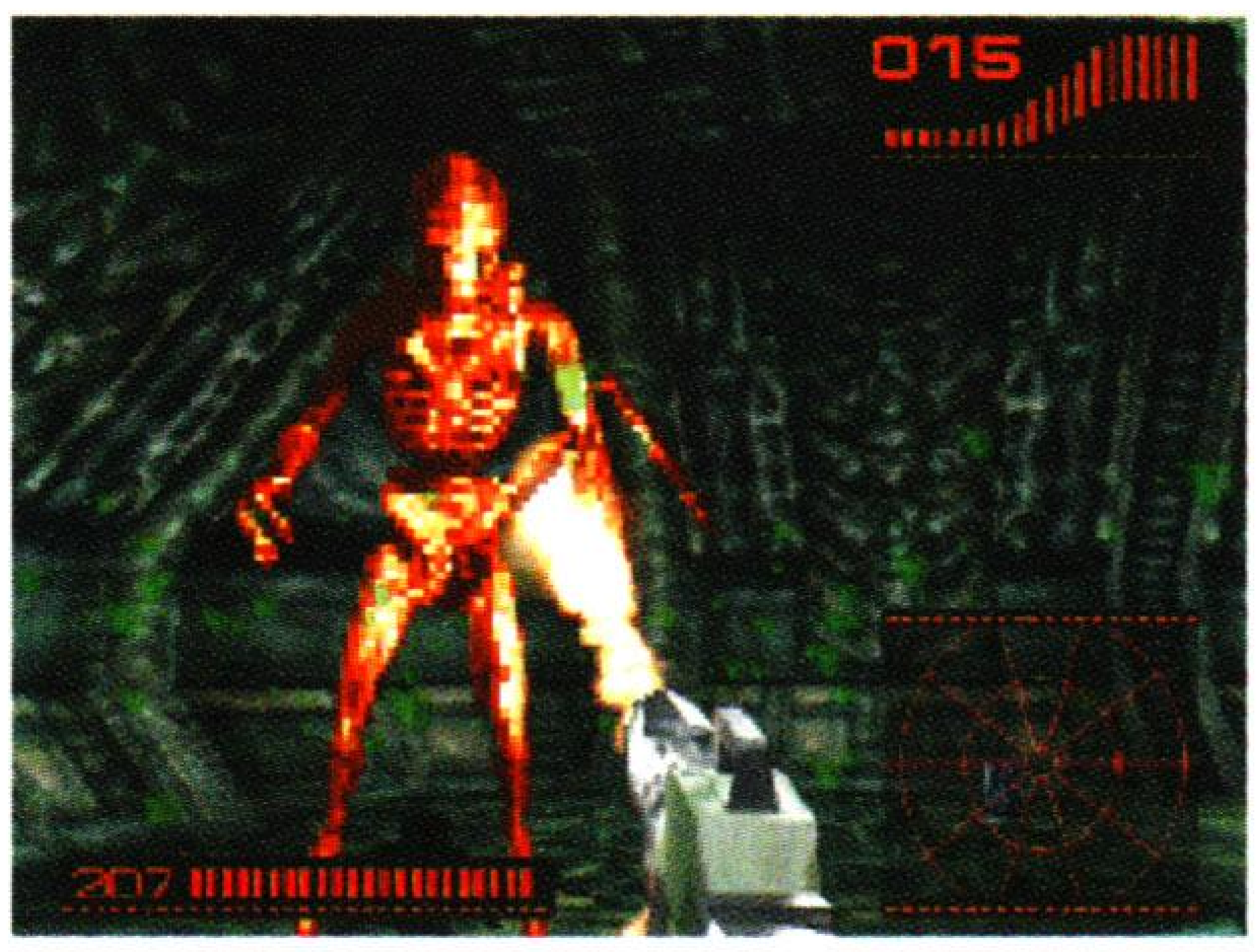


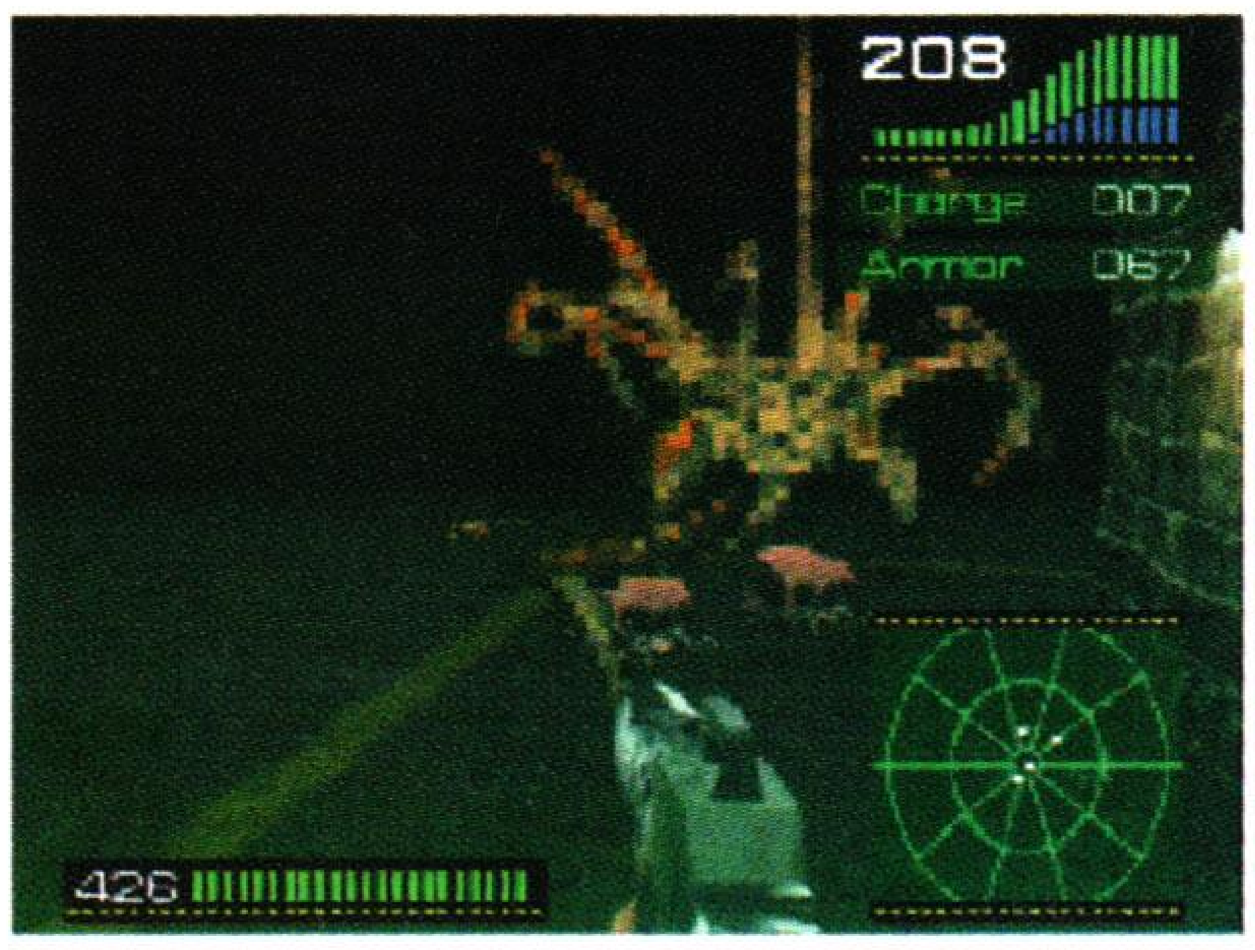


detectors adding to the suspense). What is disappointing are the actual Aliens themselves, which look anorexic - tall and thin, not large and powerful. Sprite-scaling is used for the meanies (as in Doom), resulting in close-range battles with vast collections of enormous pixels.

A bone worth picking at this point is the absence of motion capture. Acclaim have been going on about how great their motion capture studios in the States are, so we should have expected some phenomenal in-game sprite movement. Although adequate, this is nowhere near to the quality of the demos Acclaim have released and certainly not in the same league as Trilogy's FMV

An excellent videogame translation, distilling the best of the movies, but where's this much-vaunted motion capture then?





(which does look motion captured). After all the hype, watching these Aliens in motion is a bit of a let-down.

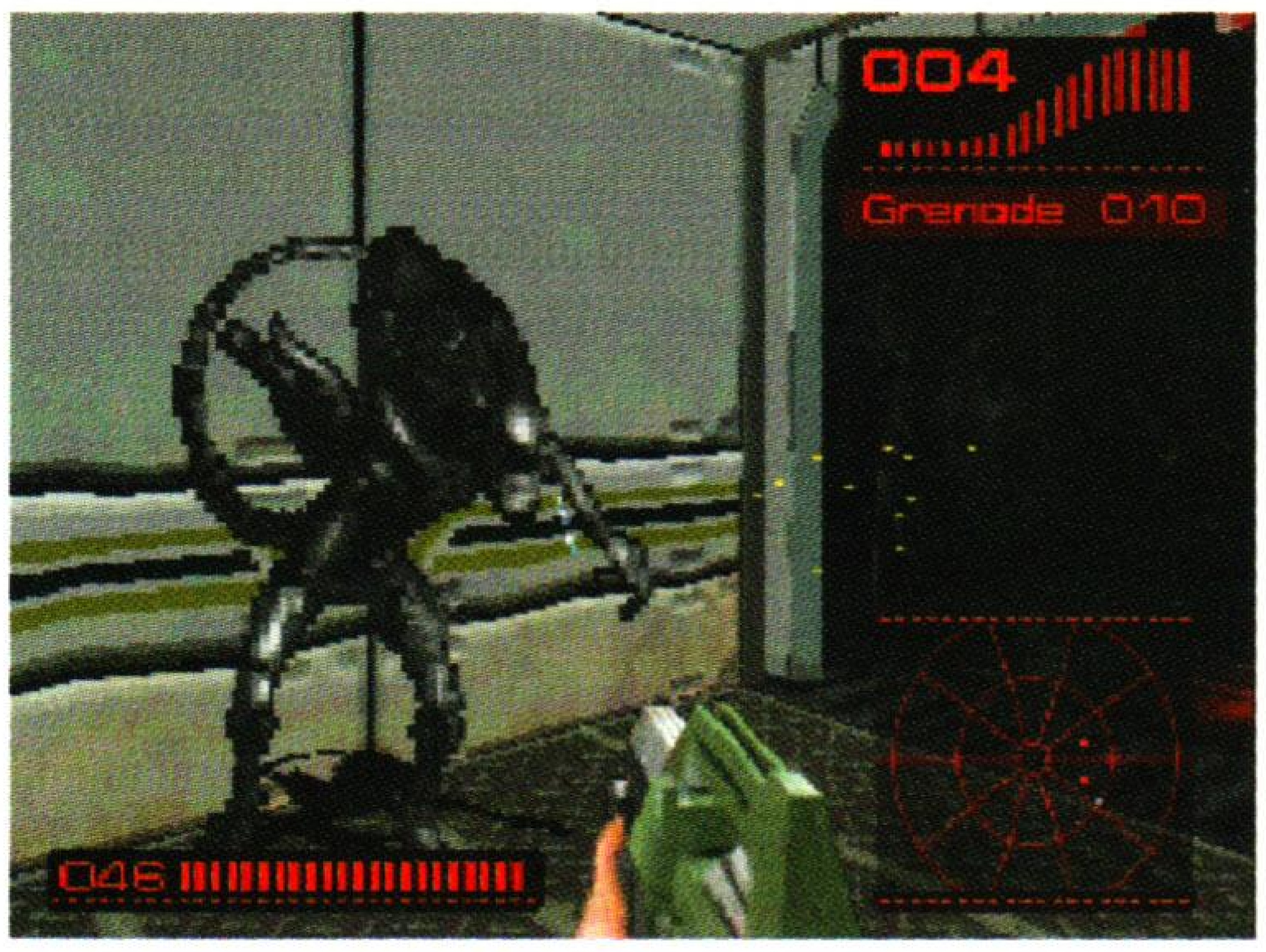
Making up for this, and increasing the atmosphere sizeably is the superb sound. Alien purists will recognise more of the samples as being taken directly from the movies and the music successfully adds to the ambience of the game. Only two sounds disappoint: FaceHuggers run about with an almost clockwork noise, while Ripley runs about with what sounds like high-heel shoes! The entire aural aspect of the game is boosted by the inclusion of Surround Sound mixing. Although it isn't officially recognised as Dolby Pro-Logic as such, putting Alien Trilogy through such a system gives excellent results. Even basic stereo producing an excellent effect.

For an Alien fan, this game more than meets expectations. Probe have obviously done their research and although some liberties have been taken with Alien continuity (Alien now occurs after Aliens and Alien3!), the overall theme is extremely close to the Trilogy. Settings, scenarios and Alien lore have been followed closely, with the game effectively capturing the look and feel of the films remarkably well. Thanks to this the game has a background and atmosphere that takes it above Doom - so, yes the slogans about this being the best movie tie-in to date are indeed justified.

But as a game, Alien Trilogy is lacking a certain something. The game plays at a very sedate pace and it certainly isn't the hectic blasting frenzy that is Doom. Perhaps some of the blame can be laid at the weapons selection, which seems to lack a real feeling of power. Also irritating is the fact that Alien Trilogy is just too dark. It's all very well mirroring the movie like this, but on some of the twisting corridors, it's near impossible to see what you are doing. Shoulder Lamps can be selected, but in the end **MAXIMUM** reached for the slightly more conventional brightness setting on the TV, which lessened the effect when the area was slightly better lit.

Overall, despite its faults, Alien Trilogy is destined to go down well with the gaming community at large. In terms of overall polish, the game is far more impressive than the mediocre offerings PlayStation owners have had to put up with over the last few months, with a depth of gameplay and audio-visual quality which is sure to impress just about everyone who buys it. Also in its favour is the fact that although Doom-like in appearance, the game plays nothing like Williams' conversion of the seminal id classic. The basic premise may be the same but the execution is sufficiently different enough to ensure that this game would sit comfortably next to Doom in your PlayStation collection.

It doesn't take a genius to figure out that the output of truly classic PlayStation titles has dried up in recent months (aside from Street Fighter Alpha, what five-star games have there been for the Sony machine?) and compared to those titles, Alien Trilogy is by far and away the best purchase you could make for your machine at the moment. It also signals a reverse in trends for the PlayStation, with a wealth of superlative titles on the way, such as Formula One, Tekken 2, Ridge Racer Revolution and Resident Evil. In the meantime, Alien Trilogy is probably the best official purchase you can make right now.



★★★★

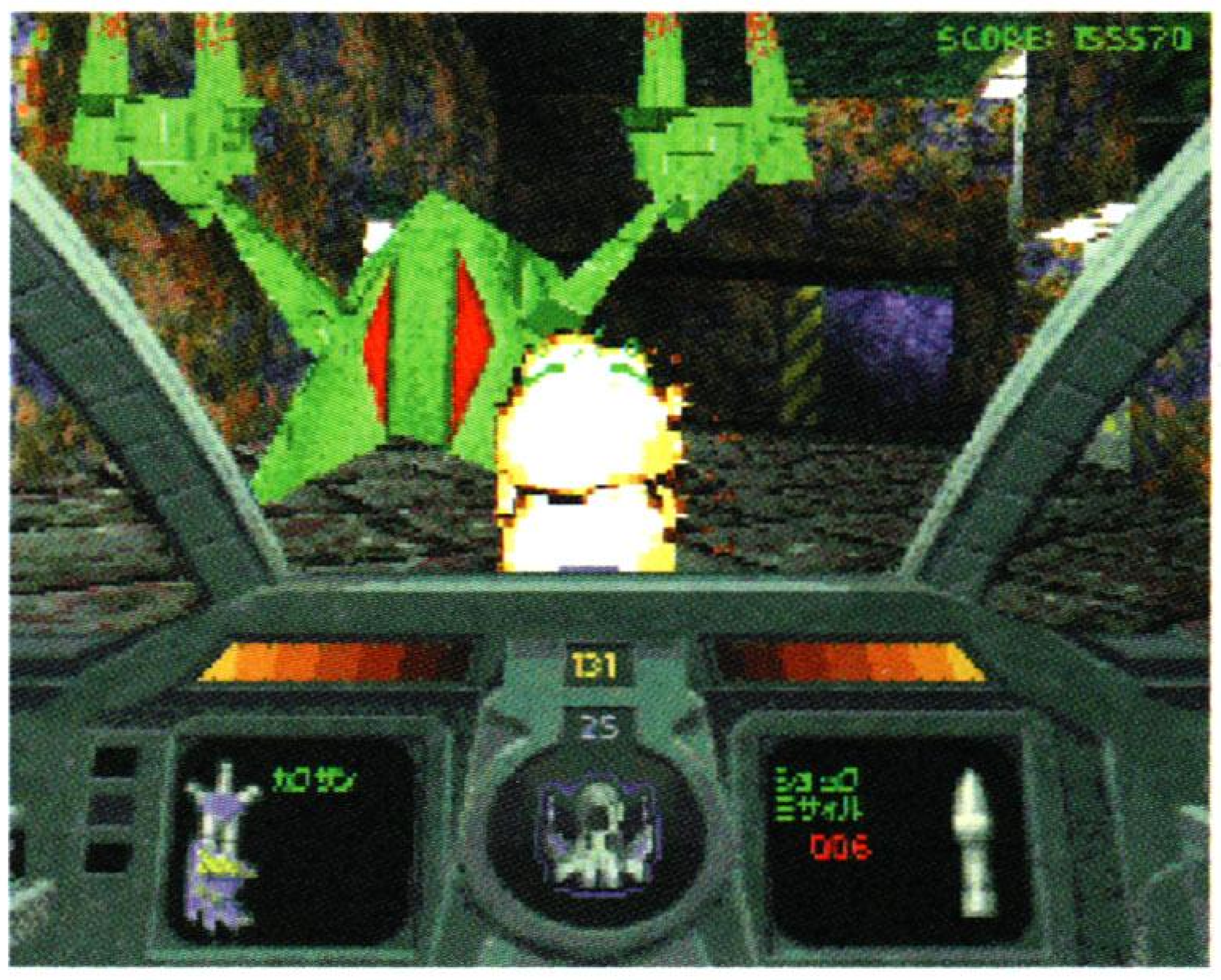
DATEL ADAPTOR IMMINENT?

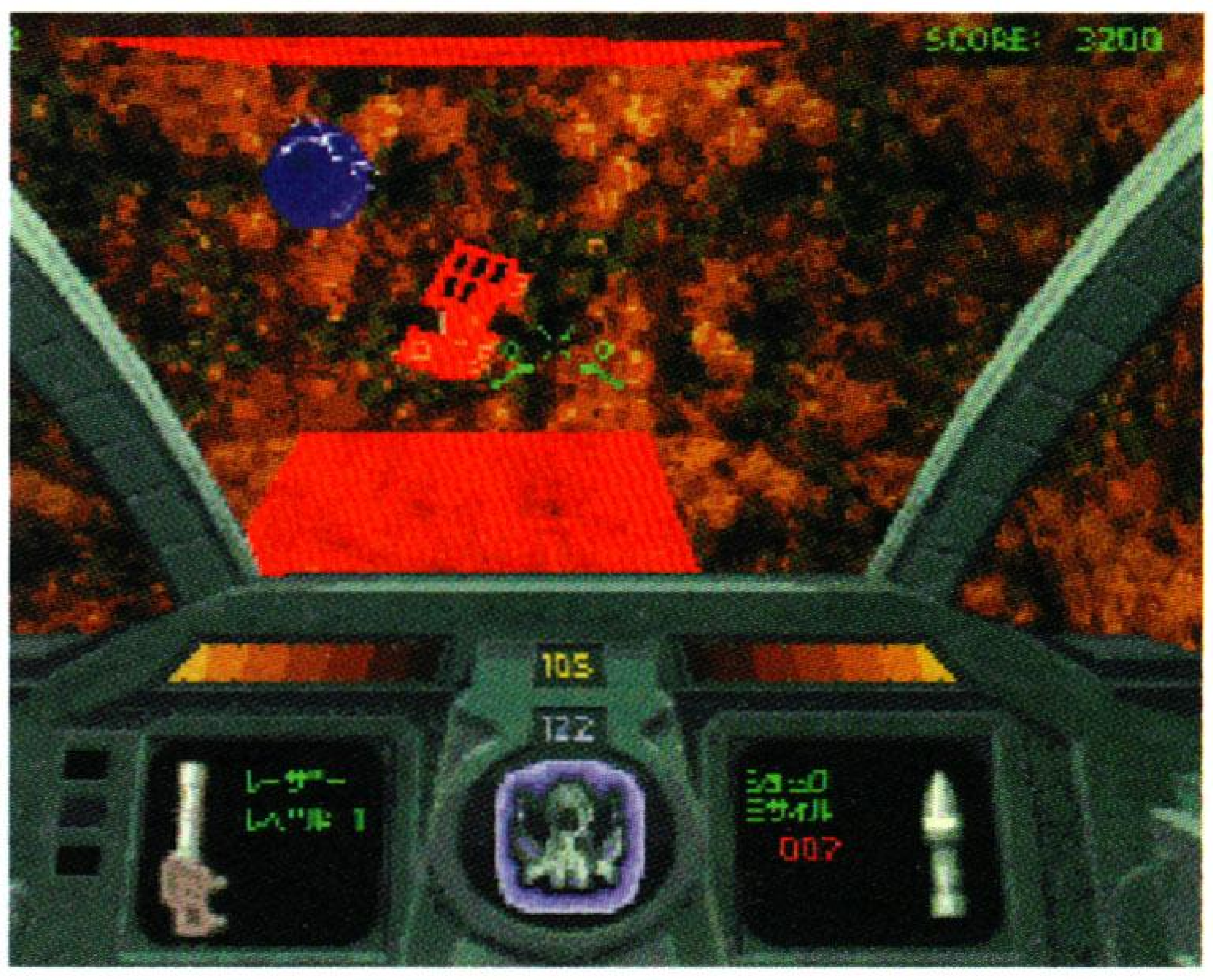
At the moment, the PlayStation isn't a particular import friendly machine. The only way to run import discs on an official machine (and vice versa) is a rather dodgy procedure that involves CD swapping and potential drive motor burn-out. All eyes are on Datel (the adaptor masters) to produce one of their much-vaunted Universal Adaptors. **MAXIMUM** spoke to the company who confirmed that they are indeed deep in development on the project and would hopefully have something up and running in about "four to six weeks". We'll keep you posted.

Psygnosis Sequels
Psygnosis, or SIE as they're now known have a potentially Christmas-dominating line-up of PlayStation titles coming up. Formula One we all know about (and if you don't, examine page 136) but sequels are also planned for WipeOut and Destruction Derby which promise to be great improvements in terms of both graphics technology and gameplay. Rest assured. **MAXIMUM** will be chasing up these stories over the coming months...

DESCENT

Interplay's PC classic finally hits PlayStation!



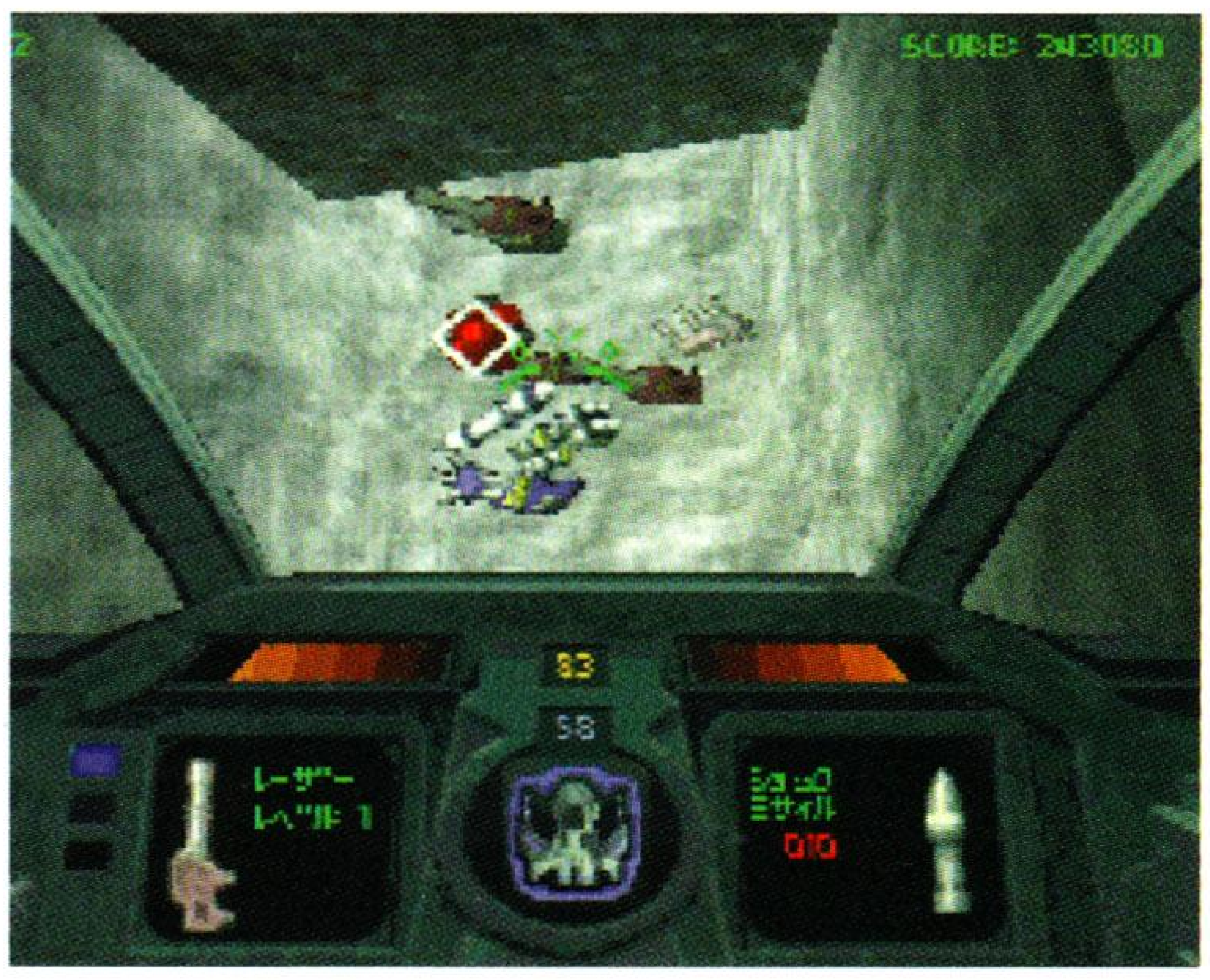


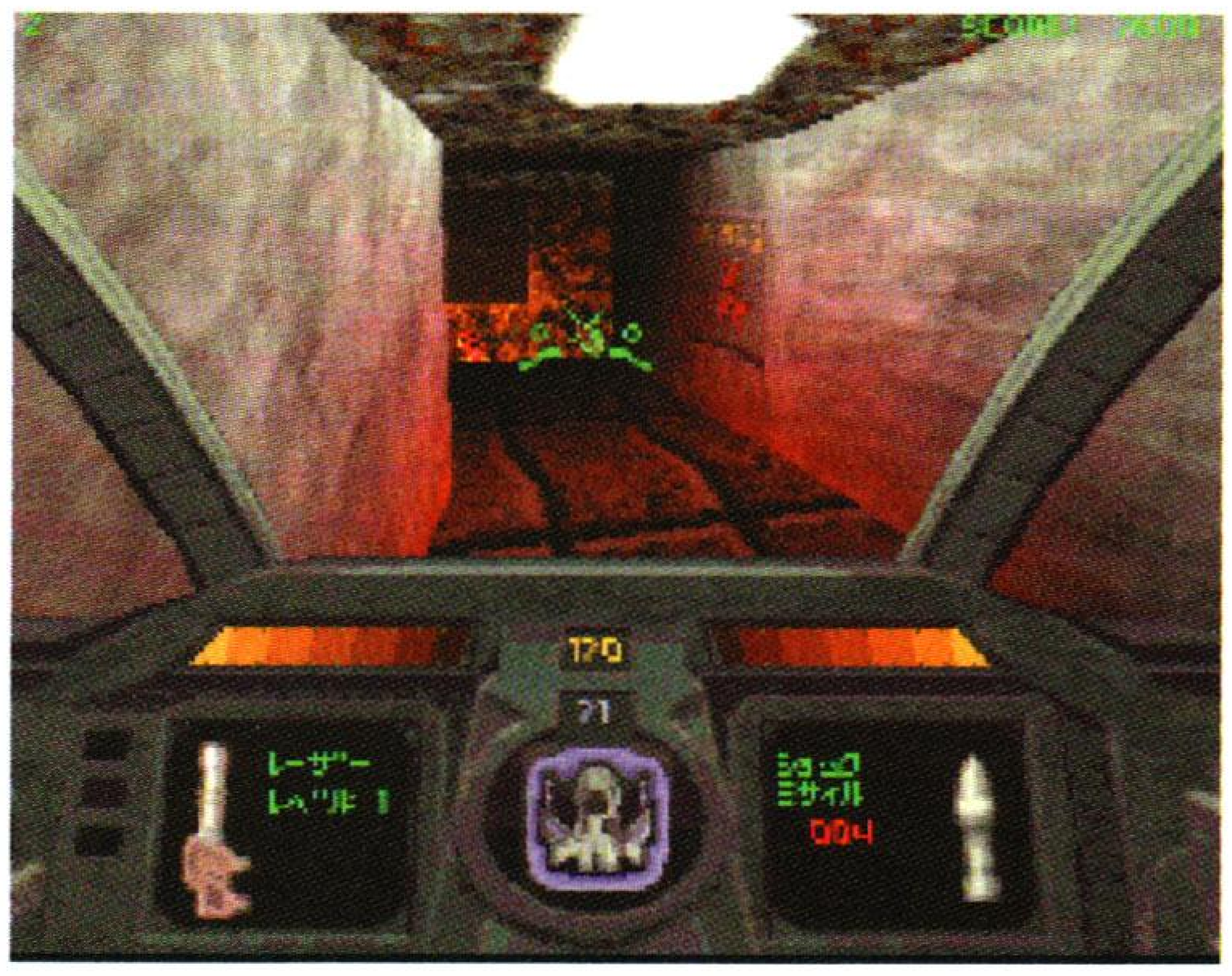
Just as the conversion of Doom to the PlayStation exceeded all preconceptions, Interplay's Sony translation of Descent impresses on every level. Quite simply, if Sony ever wanted a game to show off the PlayStation's 3D and lighting capabilities, they nip over to Interplay's offices and grab a copy double-quick. Just as WipeOut was responsible for the sales of several thousand PlayStations, Descent has the initial visual-appeal to make people stop and lean over your shoulder to see what's going on. Better than that, though, it plays like a dream. Descent takes place in an underground mining system owned by the Post Terran Mineral Corporation. Producing the ores needed to finance man's progress through the galaxy, the mine-world is the backbone of the 23rd century's economy, and an invasion of aliens has messed up the spreadsheets of galactic financiers all over the planet. Thus, seated within a tiny capsule and armed to the teeth with lasers and expansion ports, the player has been sent to clear out the thirty stages and get things back on track.

Descent is viewed through the cockpit of the player's hopper ship, and the tunnels wind and twist in beautiful 3D as the mines are explored. The aliens have trapped a series of miners who are found dotted around the labyrinthian shafts, and at the centre of each mine is an alien reactor generating the power needed to produce new alien craft. Thus, with a 3D map as reference, the mission is one of hitting the reactor and getting out before it detonates - taking out as many alien craft as necessary on the way. This being a shoot 'em up, though, Interplay have spiced things up with some of the most intelligent video game aliens to grace any machine, and running battles are not uncommon as the alien lurk behind corners, appearing only when the player is fully exposed. To counter these attacks, though, power-ups including the obligatory invincibility and extra weapons have been discarded by previous would-be heroes, and are bolted on to the player's ship automatically. Similarly, to bypass key areas, a Doom-esque element of using coloured keys on like-coloured doors is added tot he mix.

AWESOME GRAPHICS AND 360 DEGREE BLASTING MAKE THIS A HIT

TWO-PLAYER LINK-UP MODES ADD TO THE VALUE!





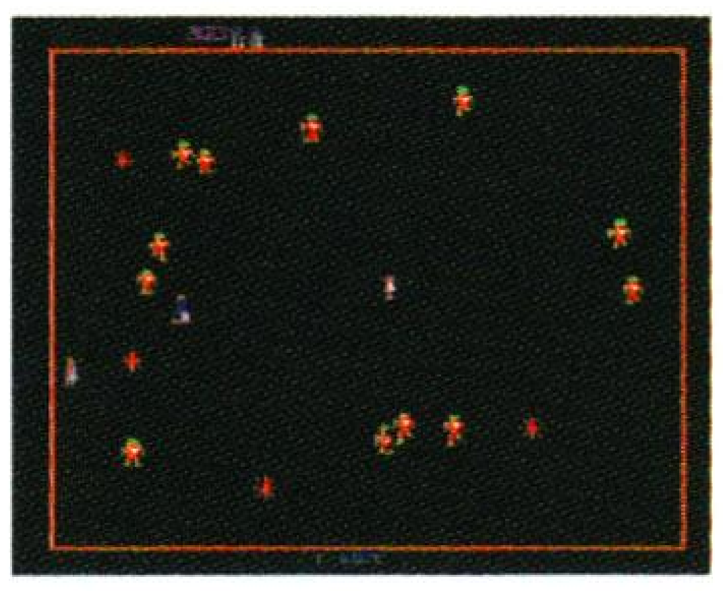
Descent's gameplay alone makes it a worthy buy, as the action is fast and furious, and the thirty levels assures its lasting appeal. The mines are suitably maze-like, too, and danger and power-ups lurk in the most unexpected places, while escaping an exploding reactor requires an exact memory of the level design. The icing on this stunning cake, though, comes in the form of the aforementioned lighting effects. If the tunnels ahead are dark, small light tracers can be attached to the wall, emitting an eerier glow, while sending a laser bolt into a tunnel sees the red glow of the bolt flickering along the uneven walls.

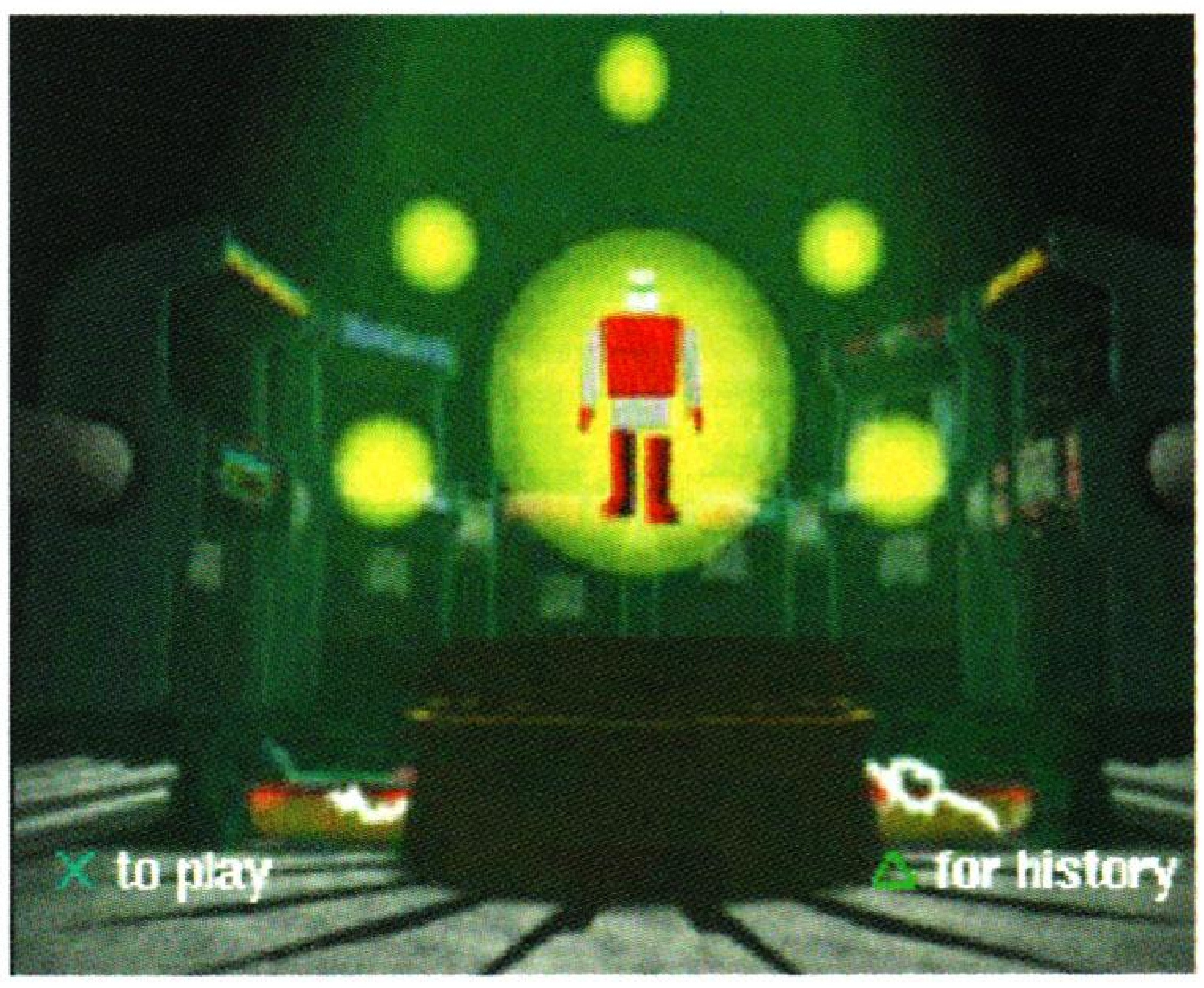
In short, Descent is one of the greatest games to grace the PlayStation, and rates alongside WipeOut as one of the best ambassadors for the machine.

★★★★

WILLIAMS CLASSICS

Ancient coin-op hit parade arrives on PlayStation!

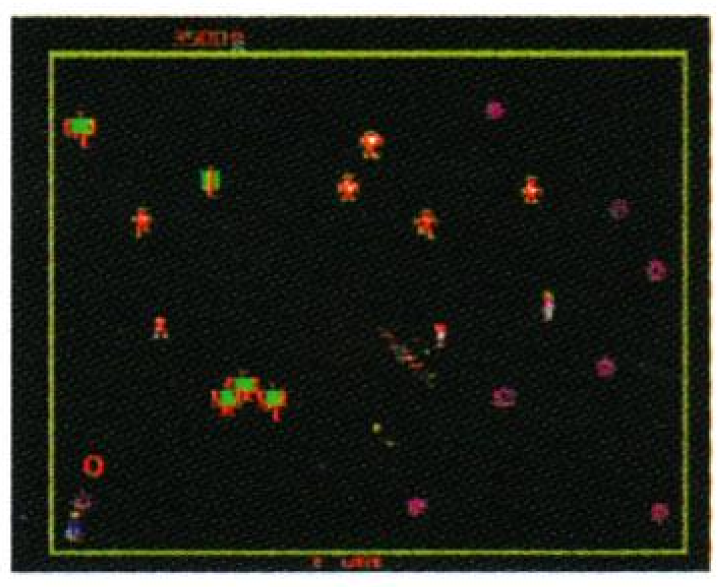


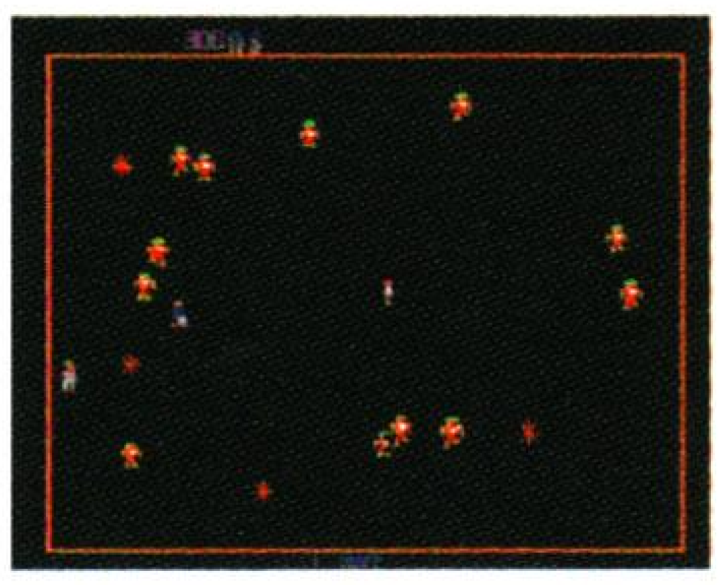


Jumping on the Namco bandwagon, GT Interactive have teamed up with Williams to cram six of the arcade giant's more memorable titles on to one PlayStation CD. Defender, its sequel, Sinistar, Bubbles, Robotron 2084, and Joust have all been faithfully recreated, and are perfect renditions of the ten-year-old coin-ops (in fact, it's running the actual coin-op code under emulation). The CD opens with the player approaching a Williams satellite where, upon entering, the games are offered for immediate play. However, in these days of high technology, Williams have also taken the opportunity to interview the programmers of the six classics and these are replayed in glorious FMV for extra value for money.

Of all the nostalgia packs currently vying for the PlayStation owner's attention, Williams Arcade Greatest Hits is definitely the best. All of the games (bar the easily forgettable Bubbles) remain incredibly playable and provide a super-stiff challenge that puts a great deal of the current crop of PlayStation titles to shame. This pack scores highly over the Namco Museum in that Williams have picked the best of their entire range for inclusion rather than converting across every single game they made in their history. It's a shame that the presentation isn't a patch on the Museum though, but in this case it is definitely the playability of the games that shines through. Robotron, Sinistar, Defender and Joust are a quartet of incredible games whose playability remains as strong as ever it was.

What this collection shows is that the art of game-creating was once a very proud tradition in the western world, with the games "our boys" were producing easily matching the quality of the Japanese titles of the time. A sadly lost art, it would seem.





★★★★

GEX

Another 3DO port shuffles into view

Another tedious 3DO port hits the PlayStation as BMG unleash their attempt at a cutesy character on to the Sony machine. Forget any misconceptions that Gex is here to rival Sonic and Mario though, because this multi-stage platformer is tedious beyond belief and serves to irritate within mere minutes of play. A rendered intro sequence shows our hero reclining in front of the TV, only to be sucked in by a strange insectoid creature living within. From here, the game becomes a mixture of puzzle and platform genres, as Gex is lead from level to level in search of the remote control units needed to access the next stage. Of course, this being a TV-themed game, the levels are thus based around horror movies and sci-fi programmes, supplying the player with a wealth of zombies and rockets to avoid.

On the plus side, the Gex sprite is an adaptable character, with the player pressing the facia buttons to whip out his tail as an impromptu weapon or bouncing aid, using his tongue to collect power-ups, or sticking to walls and ceilings with his feet. In fact, Gex has access to all the capabilities of the lizard he is based on, with the possible exception of growing a new tail if he loses his.

The main problem with Gex is that it is all-too-familiar. The levels are packed with hidden areas, but dull to look at and duller to explore. Similarly, the positioning of some of the enemy sprites makes play slow and frustrating - with unavoidable loss of life a regular annoyance. In short, this is just the kind of game we don't want to see on the PlayStation. It is yesterdays news in every department, and only goes to show the kind of games that killed the 3DO's chances of survival. So why would anyone want to do the same to the Sony machine?

★★

BUBBLE BOBBLE TRILOGY?

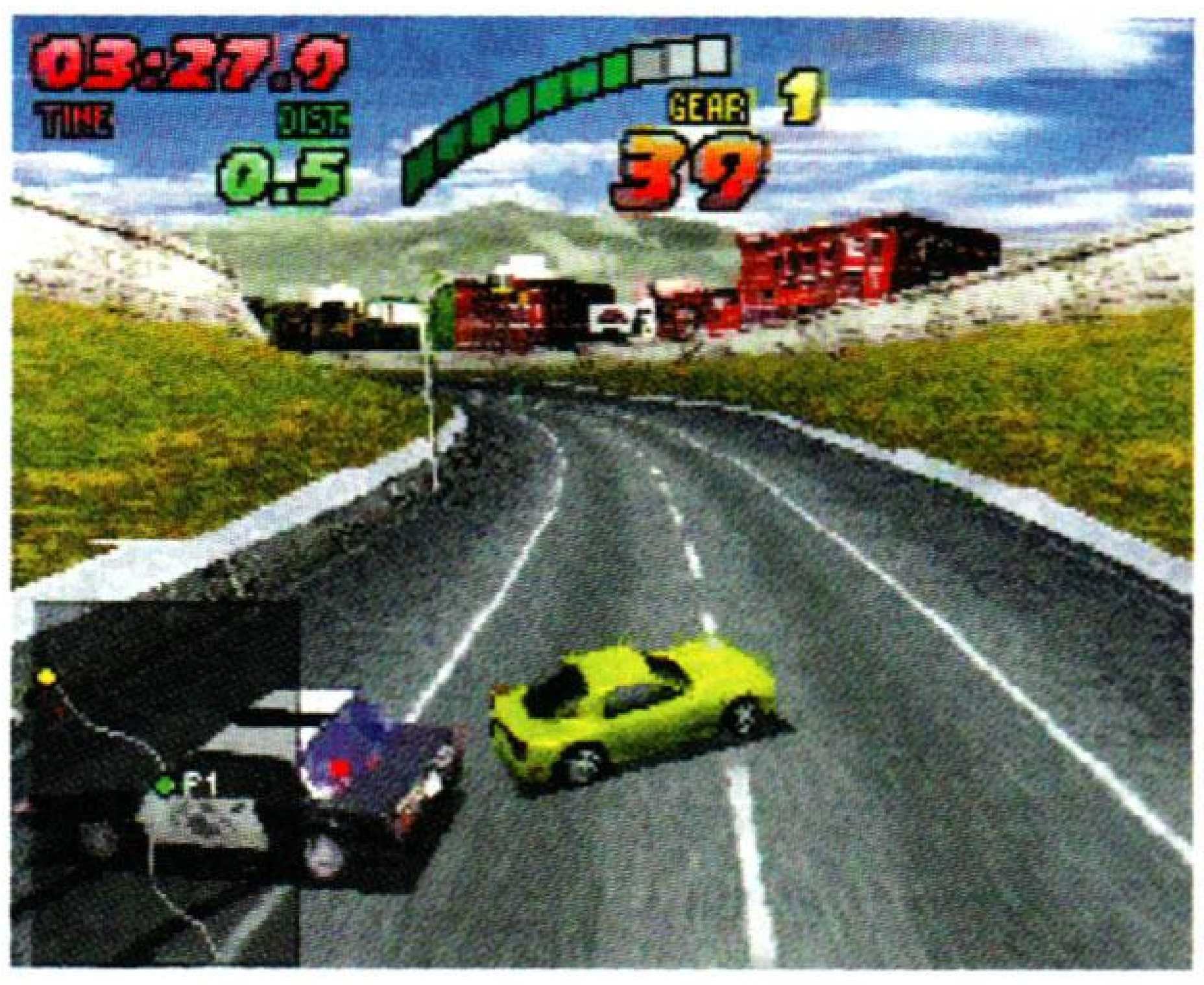
Acclaim have recently bought up the right to produce Taito's home games and have plans to bring some of their back catalogue on to the PlayStation and Saturn. Recently confirmed is a triple pack of platform titles - Bubble Bobble, Rainbow Islands and Parasol Stars. Probe are handling the conversions and it is widely suspected that Graftgold (who coded the excellent ST and Amiga translations) will be handling Rainbow Islands themselves. Since this game is by far the best of the three, **MAXIMUM** has high hopes indeed for this particular product.

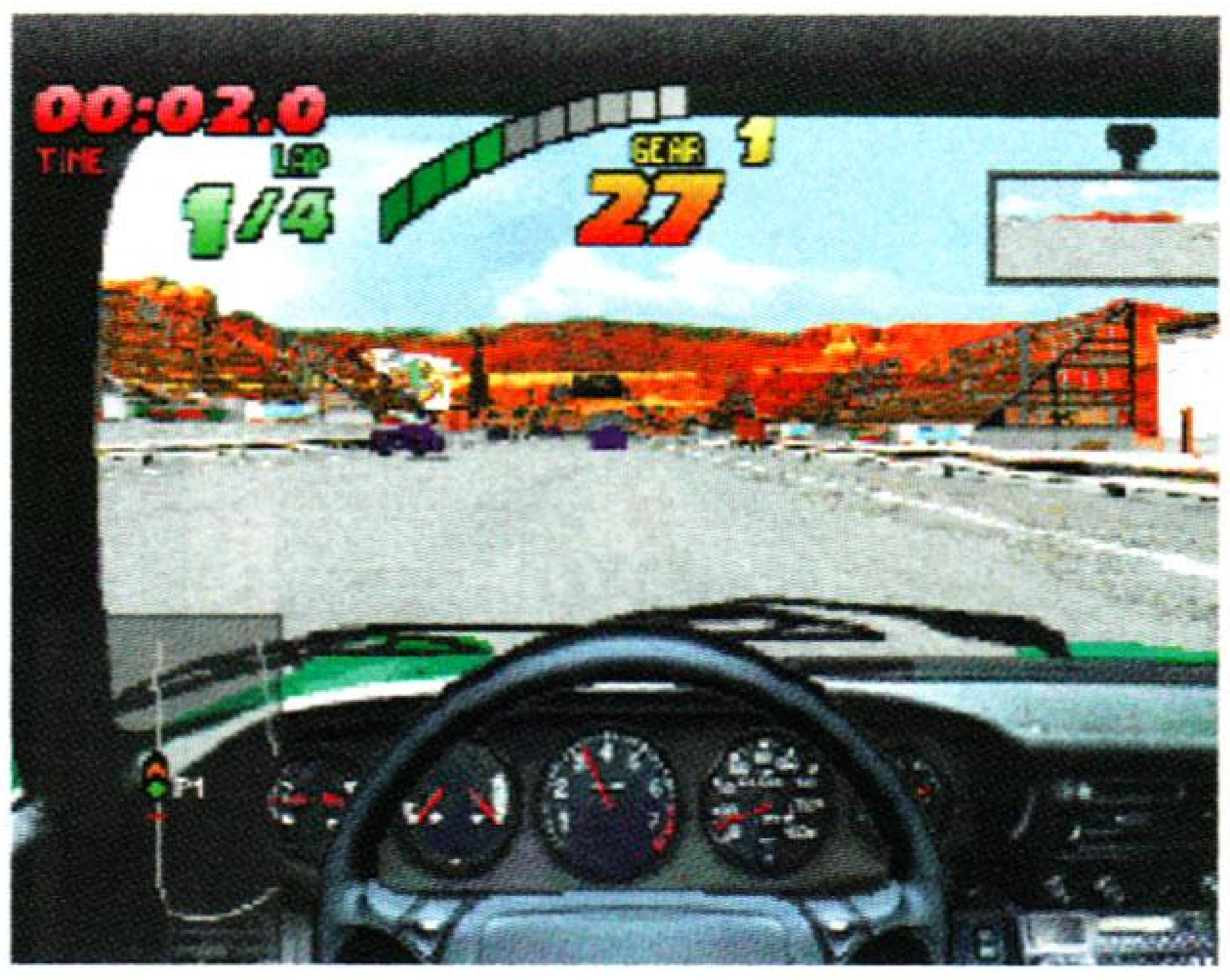
The perfect pads?

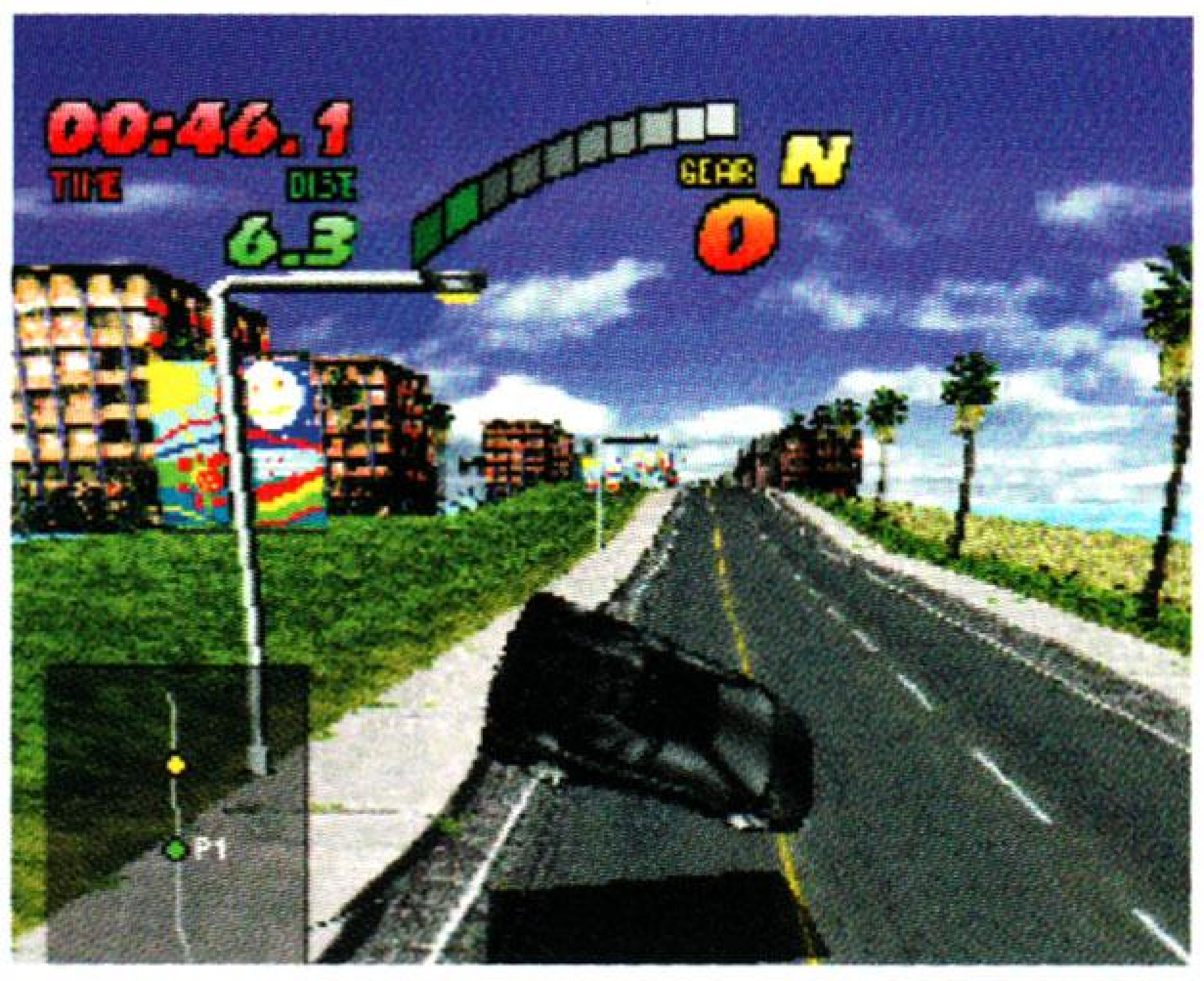
Street Fighter Alpha should be out now on the shelves and the search continues for the best pad to play the game with. Two contenders arrived at the office this month and were subjected to the **MAXIMUM** investigation. The Ascii pad, being distributed by Infogrames is a good effort, replacing the horrific (for fighting games) direction buttons with a good old fashioned d-pad. Anyone after six easily reachable buttons will be disappointed though. Current front-runner is the Two-Way Fighting Commander which has all six buttons in the right place and a great d-pad too. So, pulling off Akuma's Fire Cracker move should be a lot easier now...

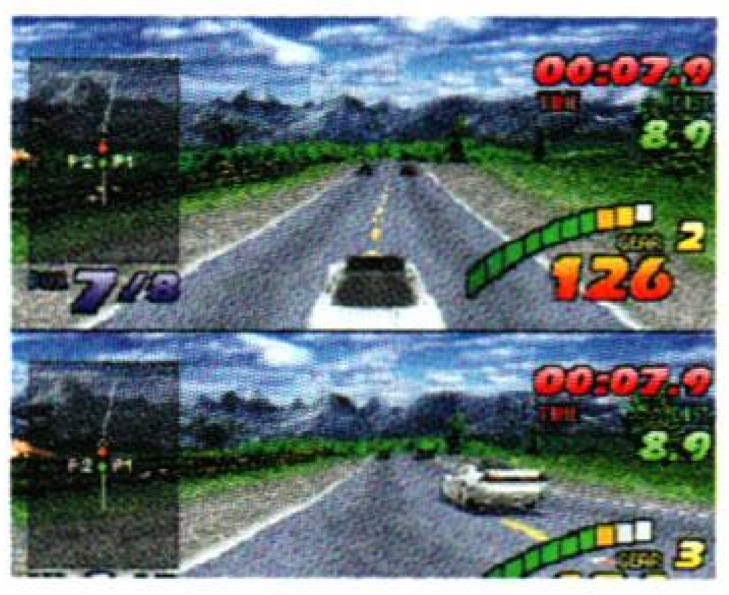
NEED FOR SPEED

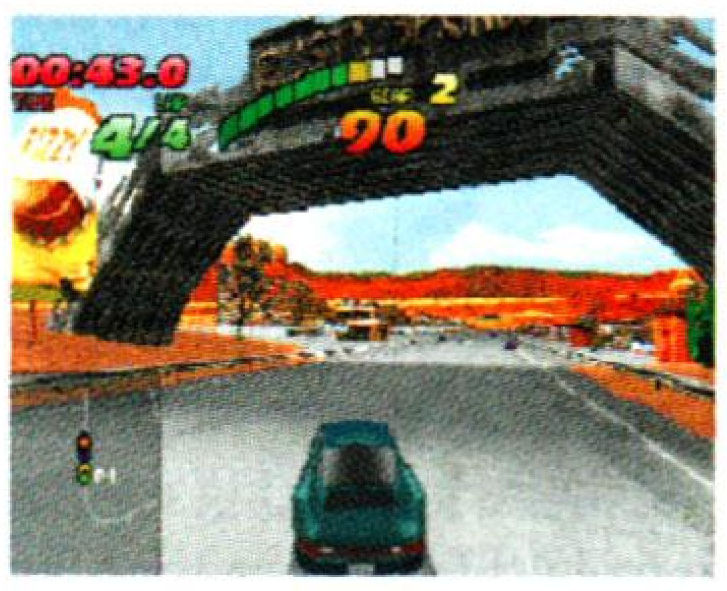
The 3DO conversion programme continues











Trying to beat Namco at their own game is never a wise move, and returning to their wealth of 3DO titles EA prepare to pit Need For Speed against the already-established Ridge Racer pairing. Endorsed by the US car mag, Road and Car, Need For Speed offers the player the use of seven top-end vehicles (and one hidden car) with which to enter a race across five of America's most winding tracks. Via the options screen, the cars - including a Dodge Viper, a Porsche, and a Corvette - are shown via a rather flash FMV sequence which details their acceleration, cornering and other related skills while the grainy footage shows them in action. From here, options for one or two-player games are unveiled, and the game begins.

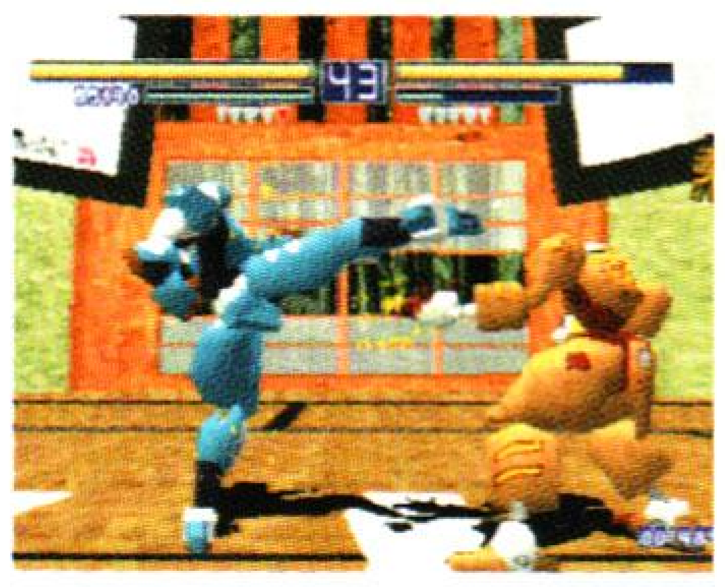
On first sight, Need For Speed resembles a more detailed version of Ridge Racer, with the player's chosen car motoring along some very attractive scenery. The clipping is particularly effective, and the backdrop detail is slotted in well with no major gaps in the buildings or trees. During play, four views are offered to the player, two of which are external while the others show the dashboard or a view akin to pushing your nose up against the windscreen. In all cases, the acceleration bar is shown to the top of the screen, as it the timer and the player's position. The two player mode is effected via a split-screen mode, with considerably less detail on the horizon, while, conversely, this actually makes the game run a little faster.

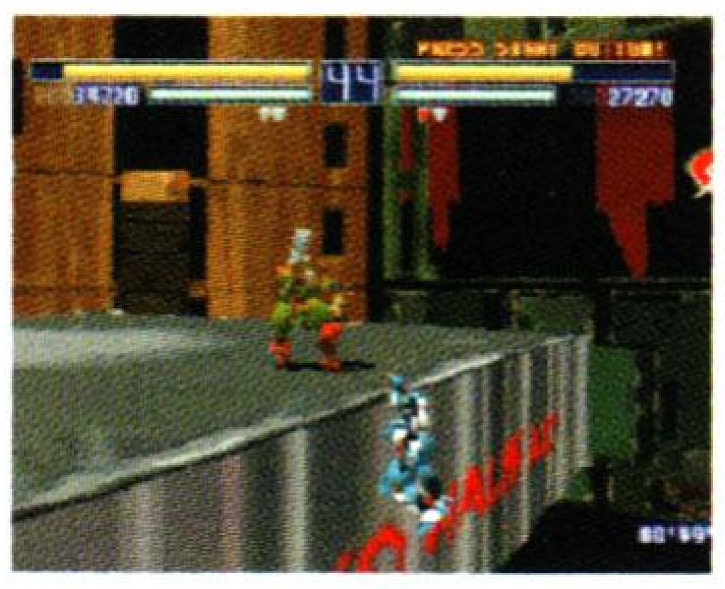
Where Need For Speed fails, though, is in the racing itself. The cars feel too solid and there is never the feeling of speed fans of Ridge Racer experience. Bumping into cars has very little effect unless a crash is planned (wherein an admittedly superb crash sequence is initiated), and it never seems as if the cars are really roaring across America as they seem to adhere to the US speed limits. This also means that cornering and overtaking aren't as exciting either, and basically players of this EA effort will be feeling a real Need For Speed. Little touches raise Need For Speed above other efforts - a skid leaves marks on the road, for example - but ultimately more people will be turning to Namco for a test drive.

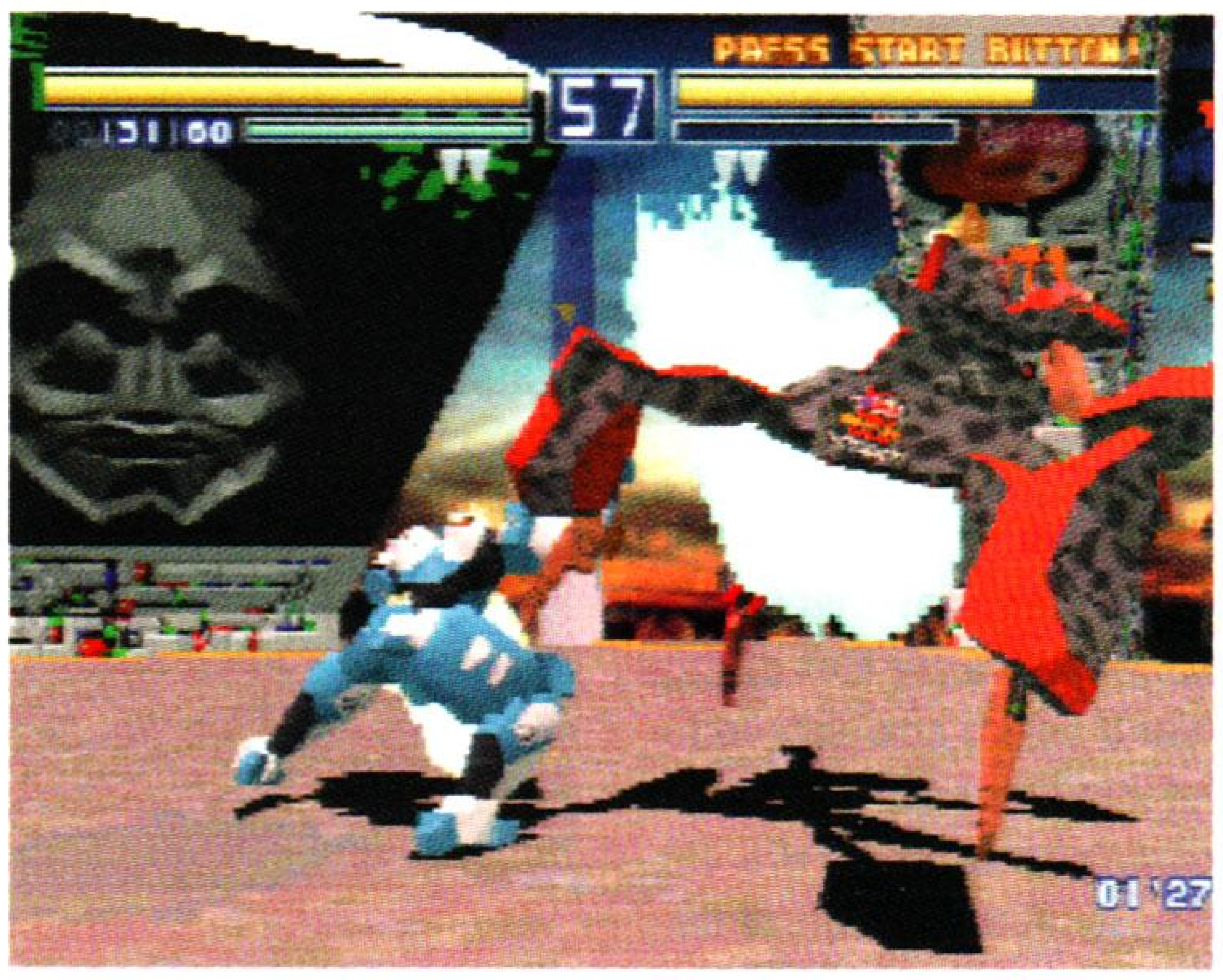
★★

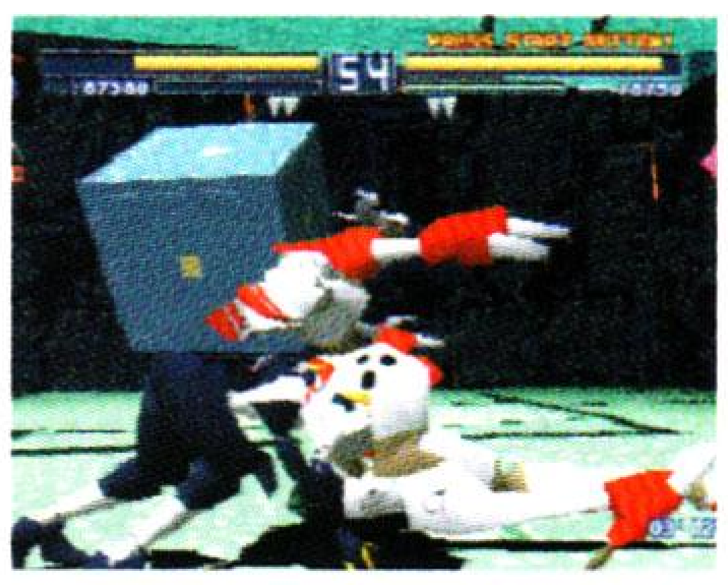
ZERO DIVIDE

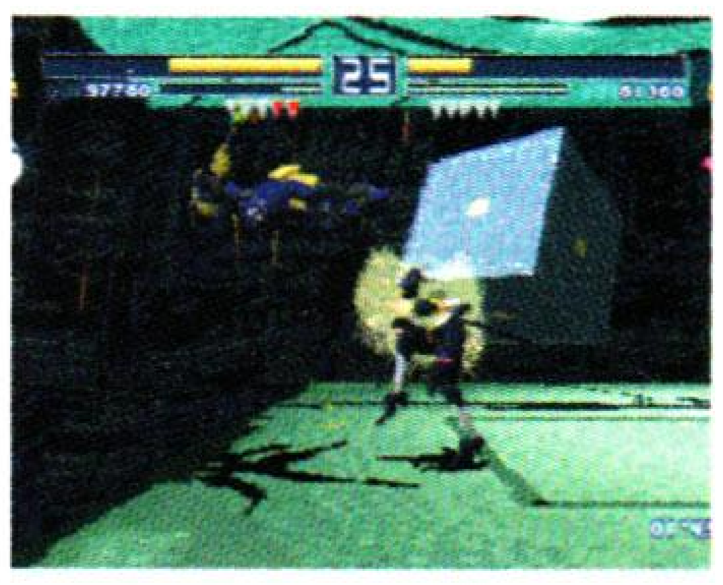
PAL release for Japanese robot battler











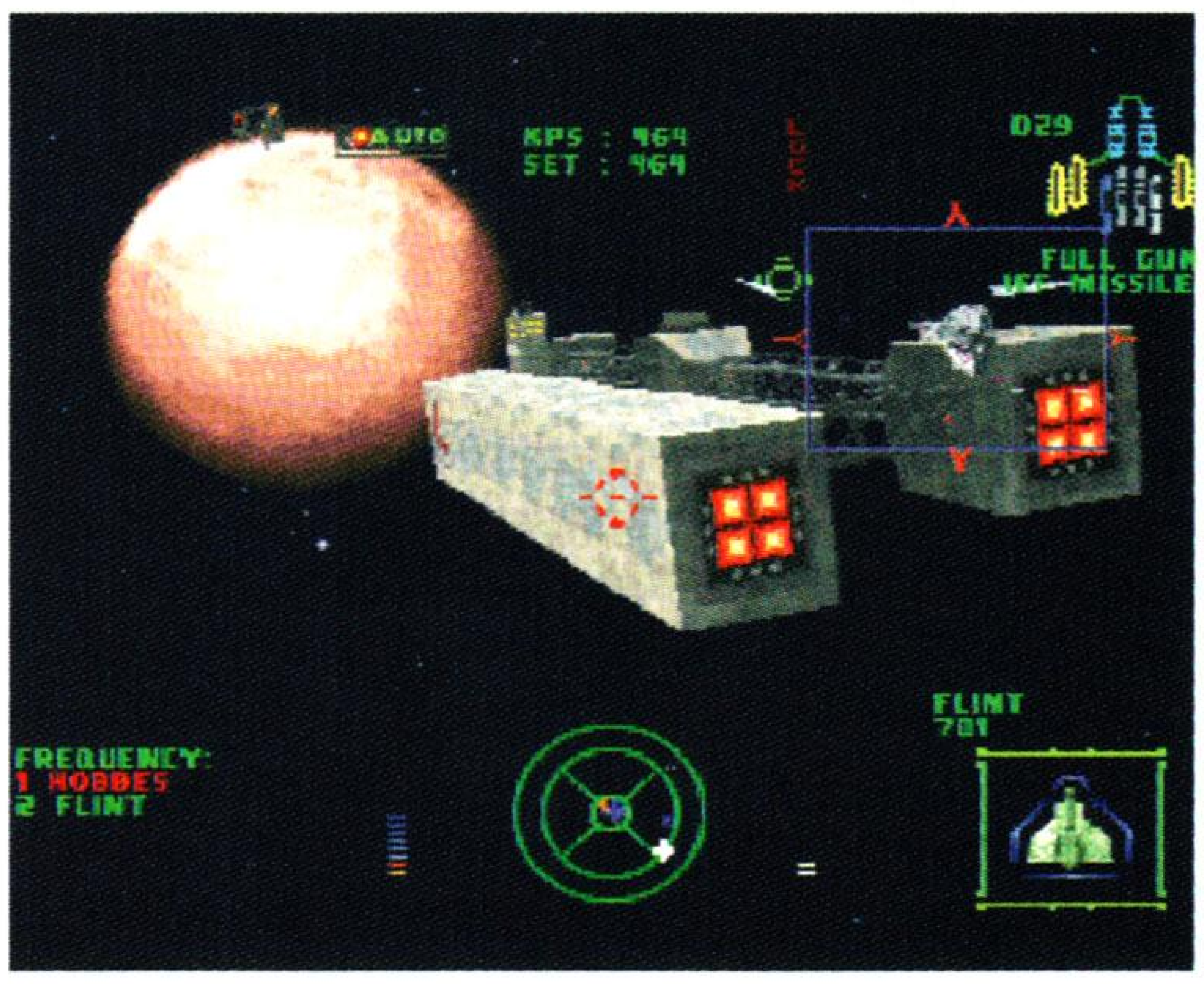
With little to show since Raiden Project, Ocean have been forced to import a number of PlayStation titles for UK release. The first was the abysmal Power Serve Tennis which is best ignored, and now they have released a PAL version of Zoom's 'Tekken with Robots', Zero Divide. Played within the traditional raised dais arena, Zero Divide pits eight clunky robots against each other in a battle for supremacy. With each robot guarding a location, the player's chosen droid is duly sent to engage them in combat, killing them by either whittling away their energy of pushing them into the abyss surrounding the arena. But, hey, that's nothing you didn't know anyway.

Where Zero Divide scores well, though, is that in the design of the robotic entrants. Between them, we find a mixture of scorpions, huge Gundam fighters, and felines, each of which is armed to the teeth with special moves. Similarly, the animation of the fighters is particularly effective, and Zoom have added a handful of extra touches with fallen characters clinging to the edge of the podium to avoid falling, while their opponent tries to stamp on their fingers! Ultimately, though, Zero Divide is too limited to rival the likes of Tekken or even the disappointing Toshinden II. The action is sluggish at times, and the novelty of the robot characters is soon negated as repeated play reveals that key moves render certain robots nigh-on invincible. Buried in the code, there's a conversion of an old Super NES shoot 'em up (for extra value, natch), but that's not the point really, and leaves Zero Divide as an average beat 'em up destined to be ignored by discerning PlayStation owners.

★★★

WING COMMANDER III

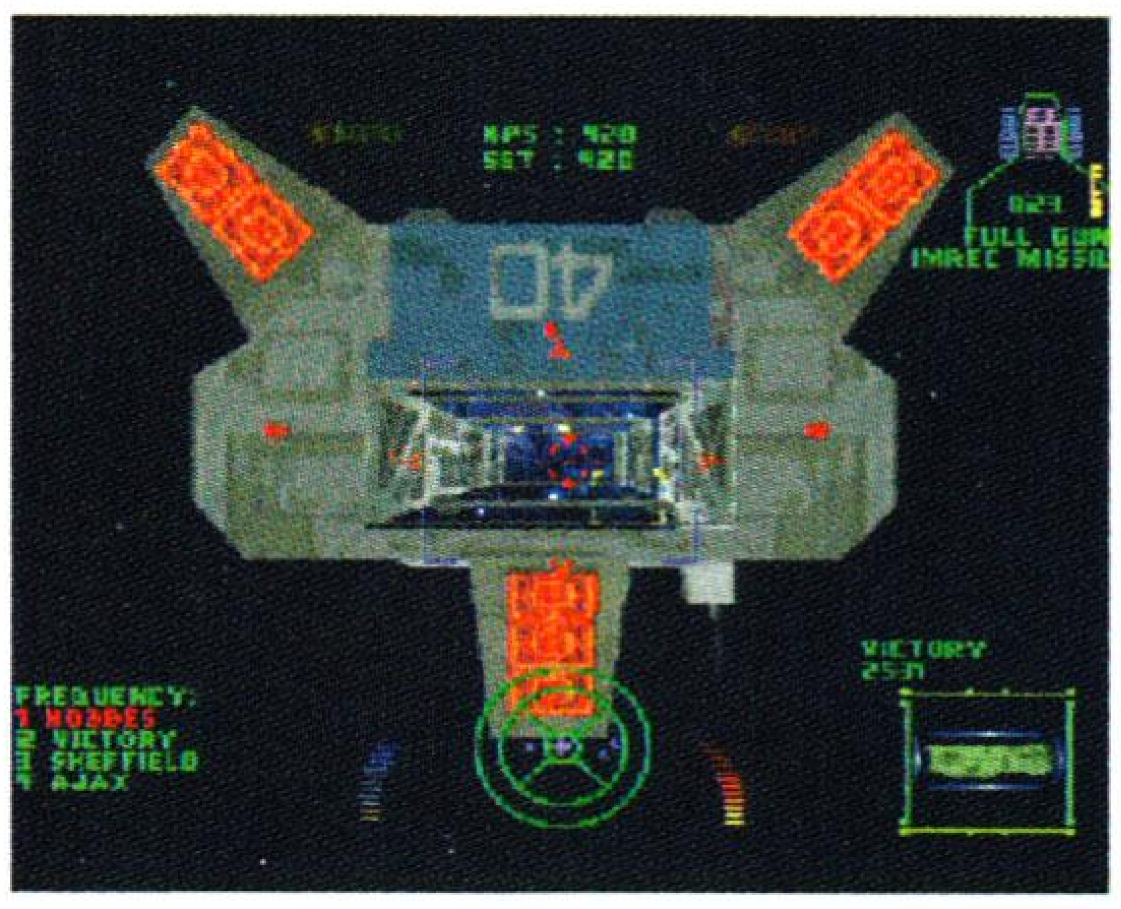
Is EA's FMV Space Opera worth the wait?

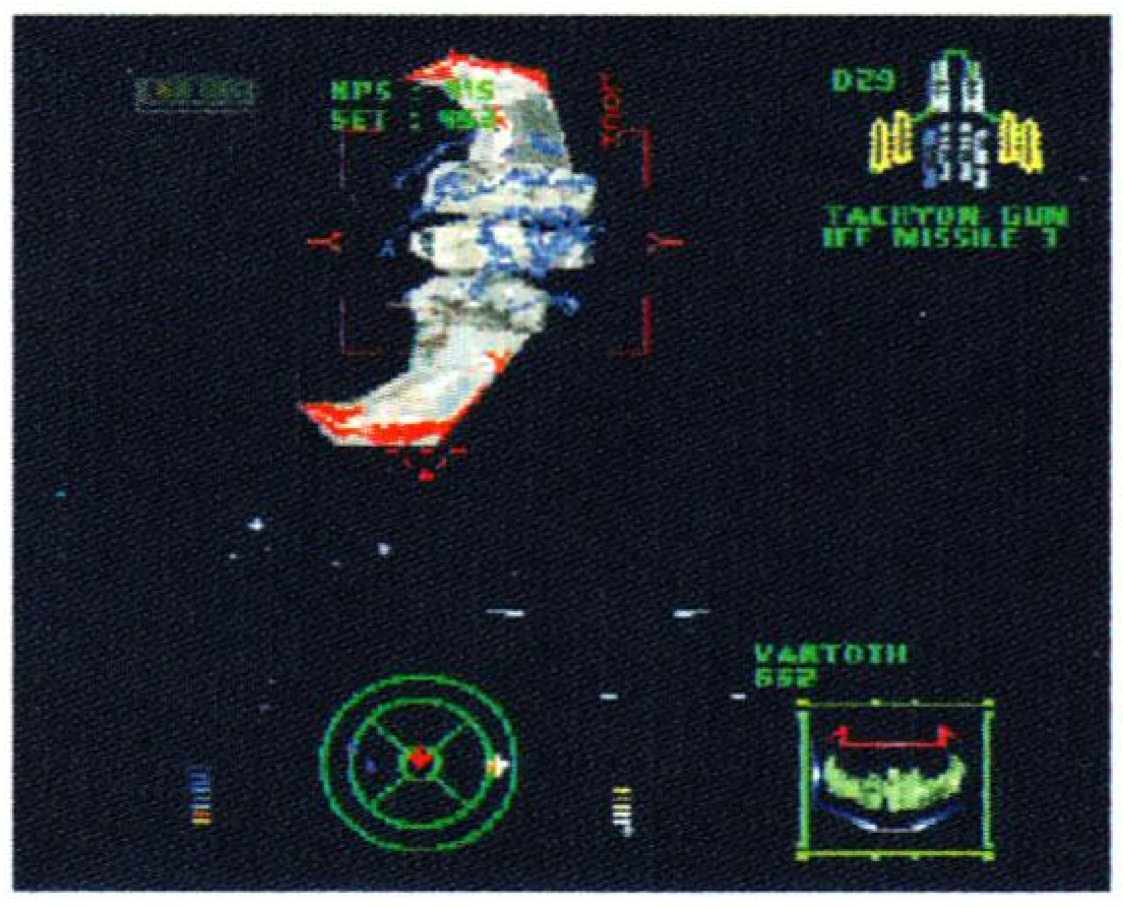


The first FMV game to carry any weight, Wing Commander III is one of the first of its kind to actually offer the player any interaction. Using the said FMV sequences as links, Wing Commander III is a veritable space opera, with the player control Commander Blair (played by the obviously less-than-busy Mark Hamill), who has been drafted to a new base during the on-going war against the feline Kilrathi race. The battle between Earth and the Kilrathi has been running for years (and through several video game systems), and things are looking bad for the human race.

The game begins with Blair meeting Base Commander Tolwyn (Malcolm McDowell) and his co-pilots. From here, a number of plot paths emerge, with one of his pilots a Kilrathi deserter called Hobbes, which in turn causes resentment from other pilots who lost loved ones in the war. During the FMV scenes, the player must listen for clues, memorise mission details, and even engineer a romance, but interaction is limited to multiple-choice options - ie. listen to a ranting underling, or set them straight. As such, with so little to do, it falls to the dog-fight scenes against the Kilrathi fighters to live things up. Ah, a slight problem.

While the space battle scenes are very well realised - seen through Blair's eyes, or from any one of several views - the action is limited to locking on to Kilrathi fighters and blowing them away. Granted, the later stages involve planet-based missions and raids on larger ships, but popping away with whatever weapons come to hand is far from exciting and even fiddly to control at times. The real surprise, however, is that the FMV sequences actually prove to liven things up later in the game. The plot soon gets intricate and adds intrigue to the goings-on, and even makes surviving the space battles worthwhile to see what happens next. In all, a limited release, but definitely the best FMV game for any system to date.

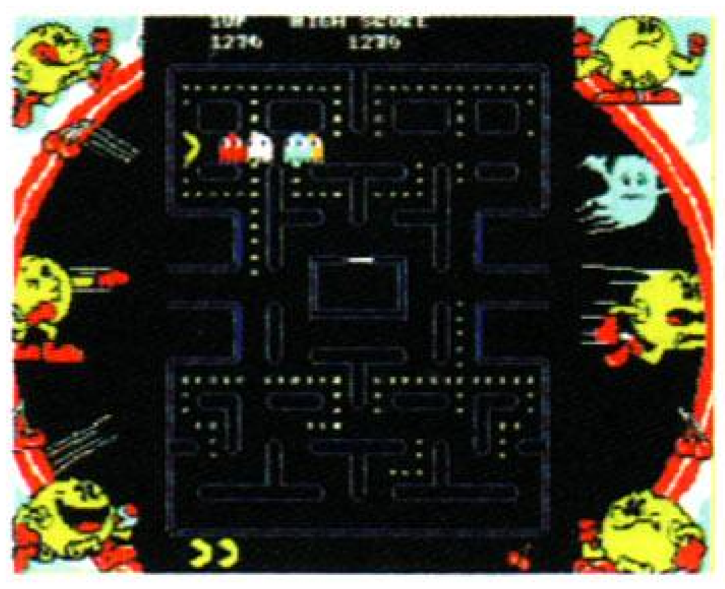


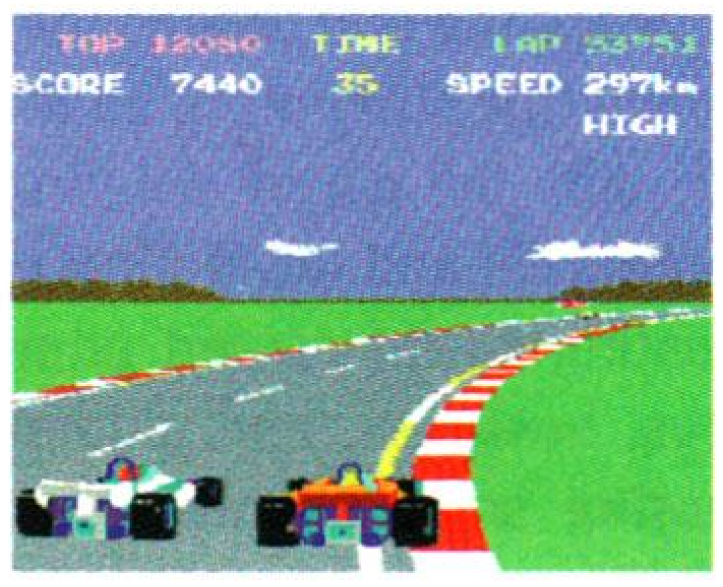


★★★

NAMCO MUSEUM VOLUME 1

More coin-op nostalgia from the arcade masters!

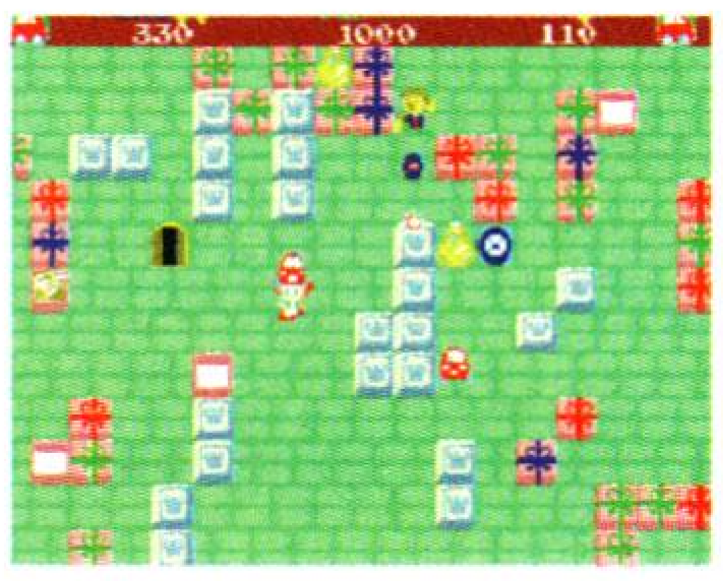




Reviewing Namco Museum is a tricky business. On the one hand, this is a collection of six indisputably classic games, three of which rank among the most influential titles in the history of videogames. On the other hand, all the games on the disk are over ten years old, and influential or not, they're definitely well past their sell by date. Pole Position may have revolutionised the racing genre in 1982, but would you really choose to play it over Ridge Racer Revolution in 1996?

Of course not. And what does this tell us? That ten years in the videogame industry is a very long time. As little as a year after each of the respective coin-ops on the Namco Museum had been released, they had all been superseded by other games in every department (in most cases by their own sequels) and with Namco opting here for a direct port of the original coin-op code, they now look and sound positively prehistoric. What's more, on all six titles the game mechanics are as about as sophisticated as your average Sun crossword, meaning that after just a few minutes play, you've seen all the game has to offer. So, er, why exactly have we awarded Namco Museum a very respectable three stars? Well, the coin-ops themselves afford a gaming experience quite unlike anything on offer today. Designed in a bygone era where coin-ops had to meet a different set of criteria, all the games on the Namco Museum CD are instant, fun... and ruthless! None of the six titles really have an ending sequence, and the only motivation for continued play is to get as high a score as possible, which can then be saved to memory card for impressing your mates and the like. While this open-ended game structure provides a refreshing change from most short lived contemporary titles, it does however have a large drawback: repetitiveness. For most people the enjoyment derived from a session on Namco Museum can be likened to eating piece of bubblegum: initially enjoyable, but chew for any extended period of time and you'll start to feel numb. **MAXIMUM**'s verdict lies somewhere in between.

★★★



NEON LIGHTS UP PLAYSTATION

Currently making a huge name for themselves is newly established programming team Neon, who are set to push 3D on the PlayStation to its very limits with a new range of products (which we'll be covering in more depth in the next issue of **MAXIMUM**). Viper is a graphically amazing blaster with a 3D engine far in advance of anything seen yet. Tunnel B1 is another PlayStation project in development which looks almost as impressive as Viper. The question is, how do these potentially revolutionary games play? Answers (maybe) in the next issue.

MAXIMUM REVIEWS

PC CD-ROM

As a gaming platform, the PC is quickly becoming the most popular format in the MAXIMUM office. The reason behind this shift in taste is pretty obvious after checking out the six-page Quake news feature on page 124 - id's latest game looks like being one of the most incredible titles yet seen. Playing it in DeathMatch mode was enough to send two members of the team scurrying to their respective PC stockists, returning with 100MHz and 133MHz Pentiums respectively and extra memory. Not a bad result based on playing a simple pre-alpha test "demo".

This month's reviews show that those monster PCs are going to be well-used until the full release of the new id game. The first person perspective genre hits new heights with the release of Descent 2 and Terminator: Future Shock while new Hexen levels boost an already impressive game to even greater heights.

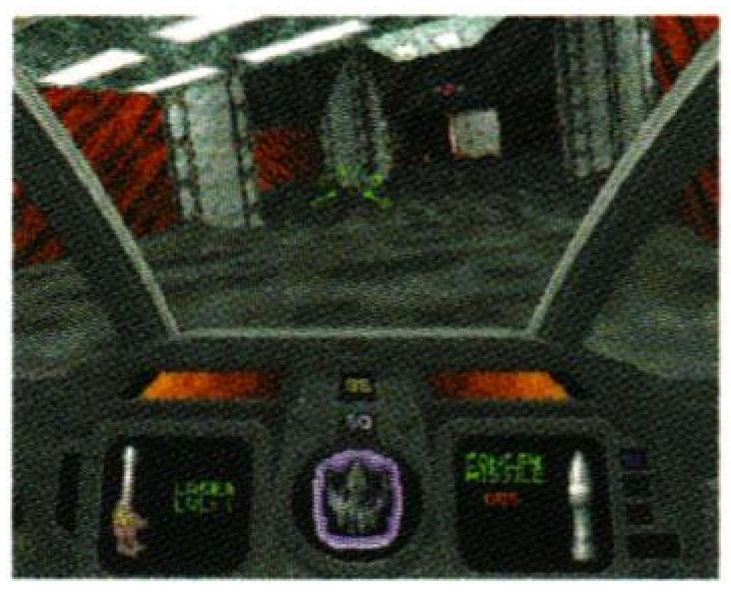
Let there be no doubt - in many ways, the PC offers far superior gaming to the super-consoles...

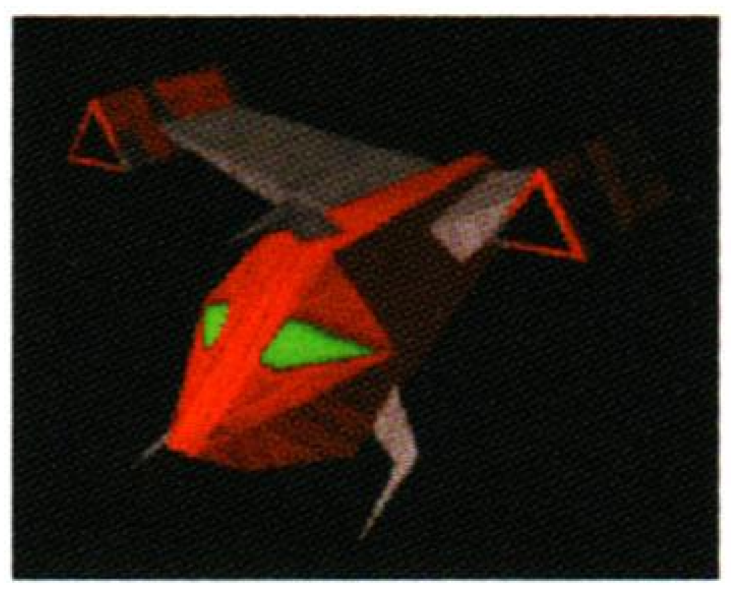
DESCENT 2

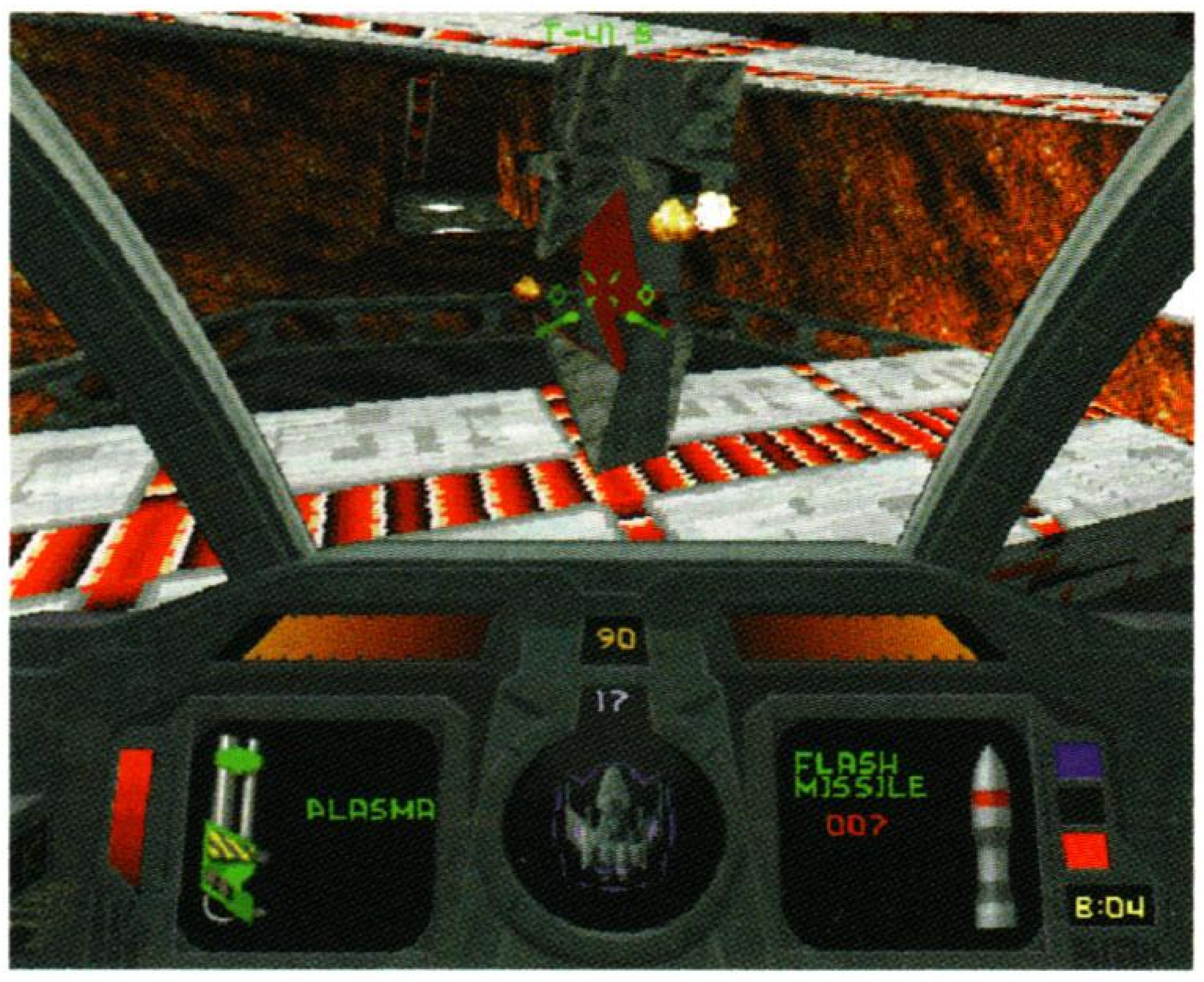
Interplay's PC classic spawns quality sequel!

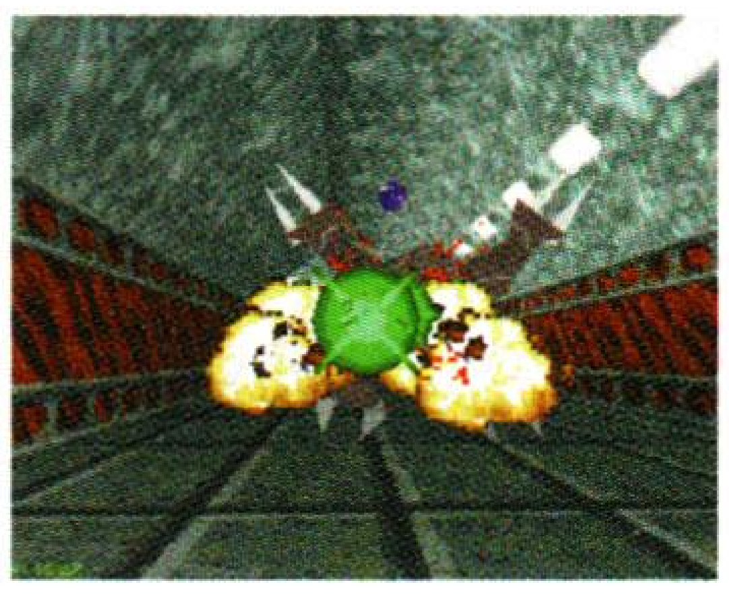
Clever Clogs

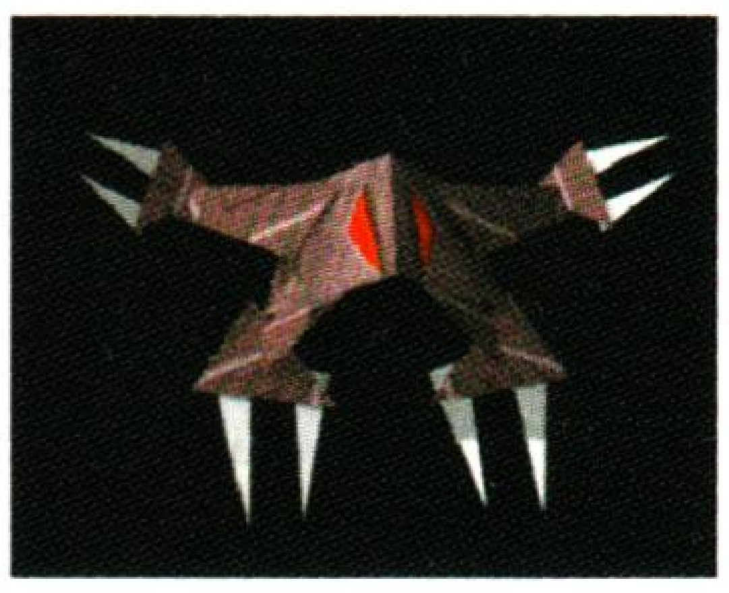
Descent 2 sees the return of Interplay's much touted progressive enemy artificial intelligence system, which basically means the enemies learn from their collective mistakes. This becomes most evident on the later levels, when even the standard cannon fodder robots run and hide around corners, waiting for the most opportune moment to strike. Nasty.







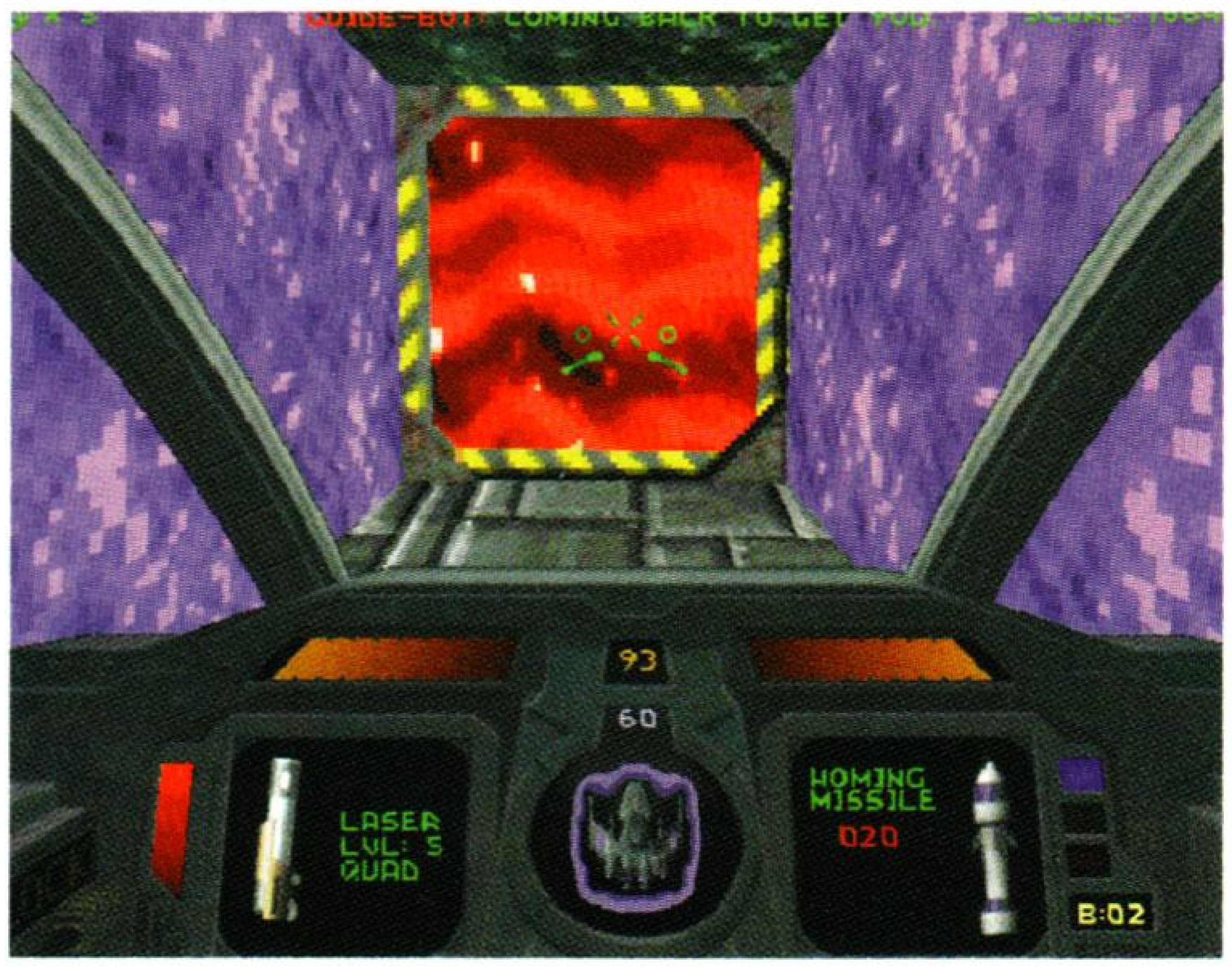


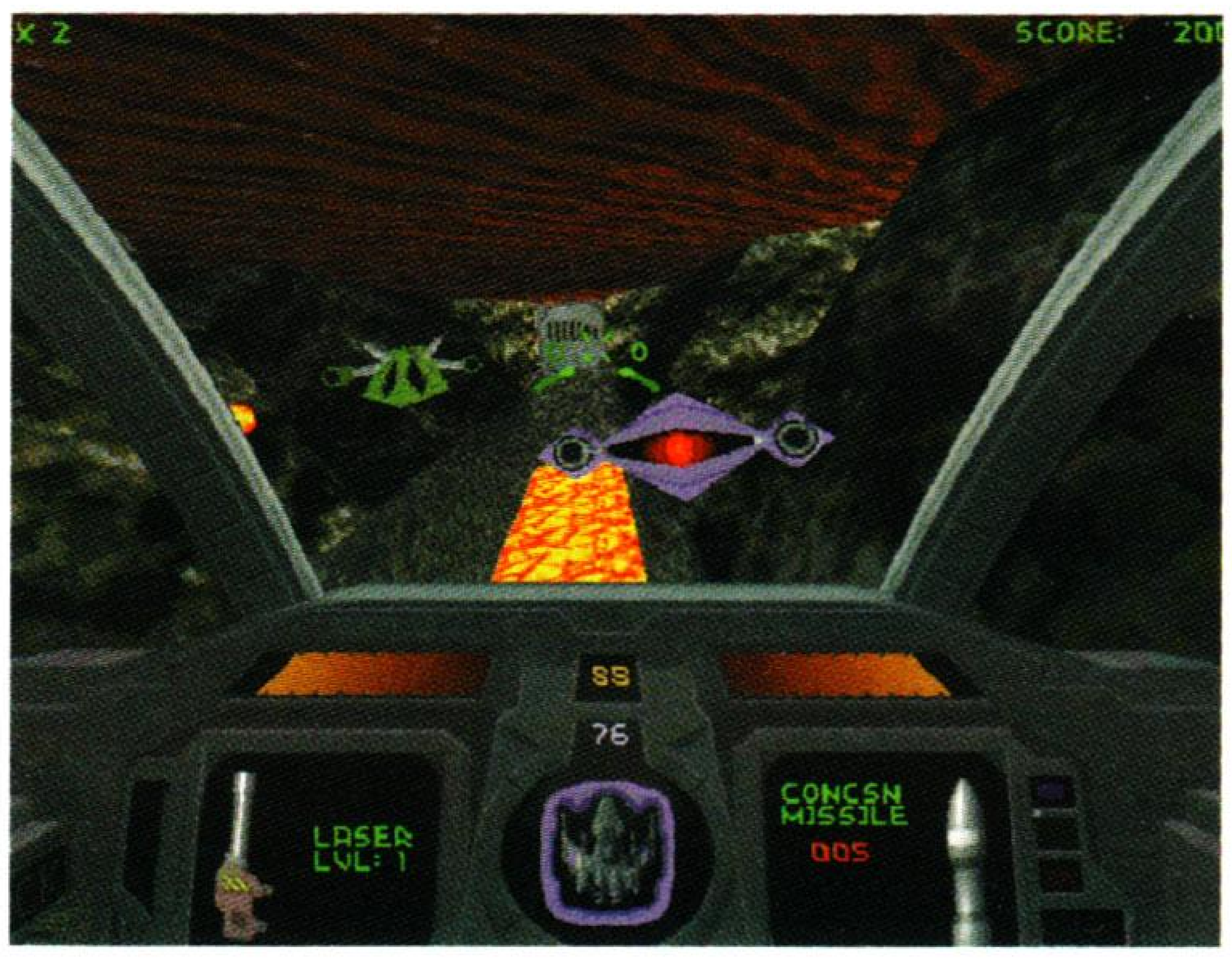


For many PC gamers Doom (or indeed Doom 2) is still considered the finest first person perspective blaster ever devised. Even now, three years after its initial release, Doom is still being championed by some as the jewel in the PC crown, to such an extent that many hardcore Doomsters just will not accept the possibility of a derivative title being superior to id's seminal classic. When the original Descent was released it went head to head with Doom 2, and despite the fact that the two games offer an entirely different gaming experience, Descent was unjustly relegated to the 'yeah, but it's not as good as Doom' club. Well, now Descent is back, and in this post-Doom/pre-Quake climate its greatness can no longer be denied...

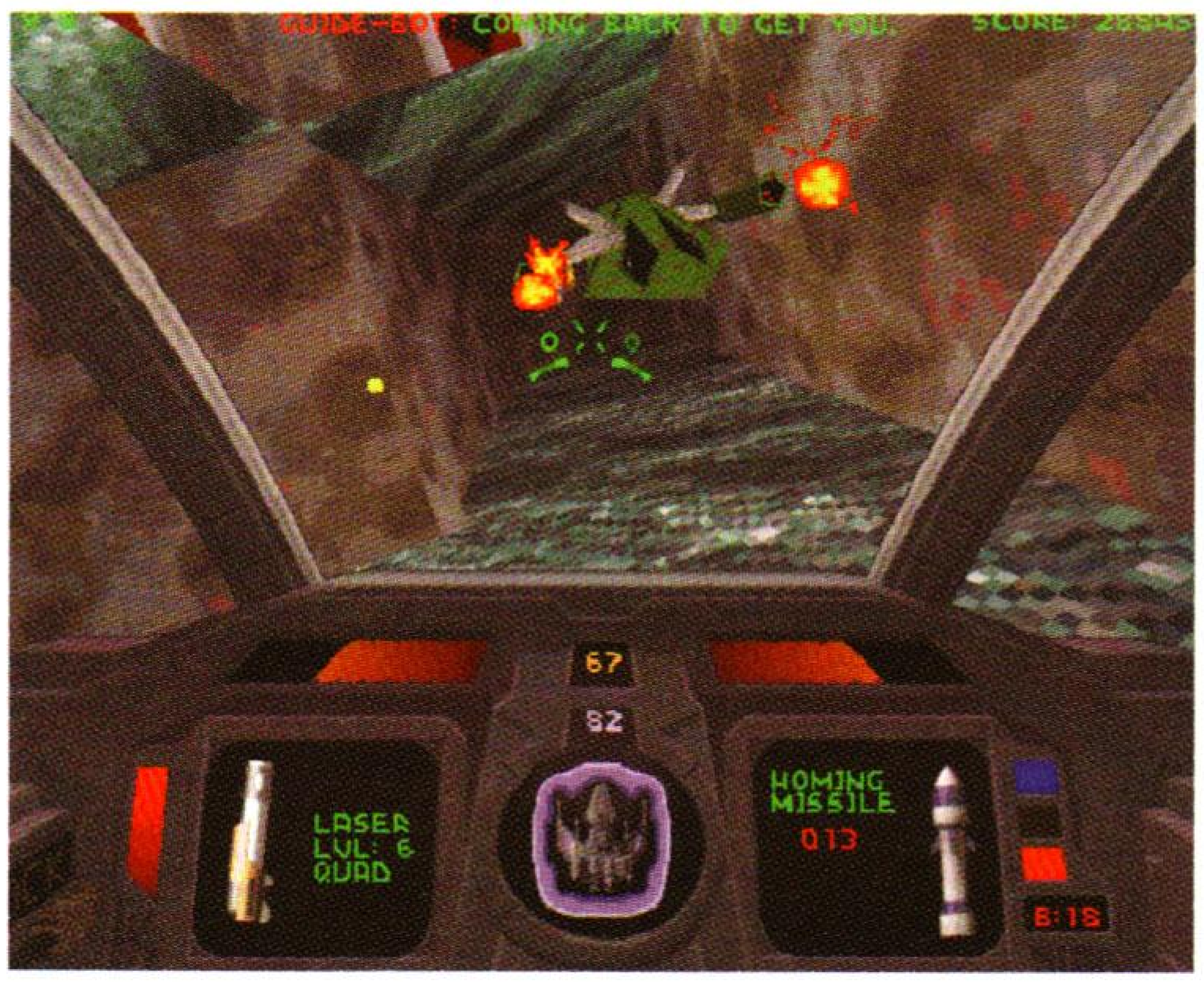
Descent 2 still retains the basic structure of its predecessor (the story picks up where the original Descent left off) with the player entering one of 30 different mining complexes and navigating their way through a series of twisting corridors and plummeting shafts in search of keys, hostages, and ultimately, the level's central processing core. An army of ever-toughening artificially intelligent robot guards block your path, and its up to you to locate superior weapons and items to help combat the marauding alien infestation.

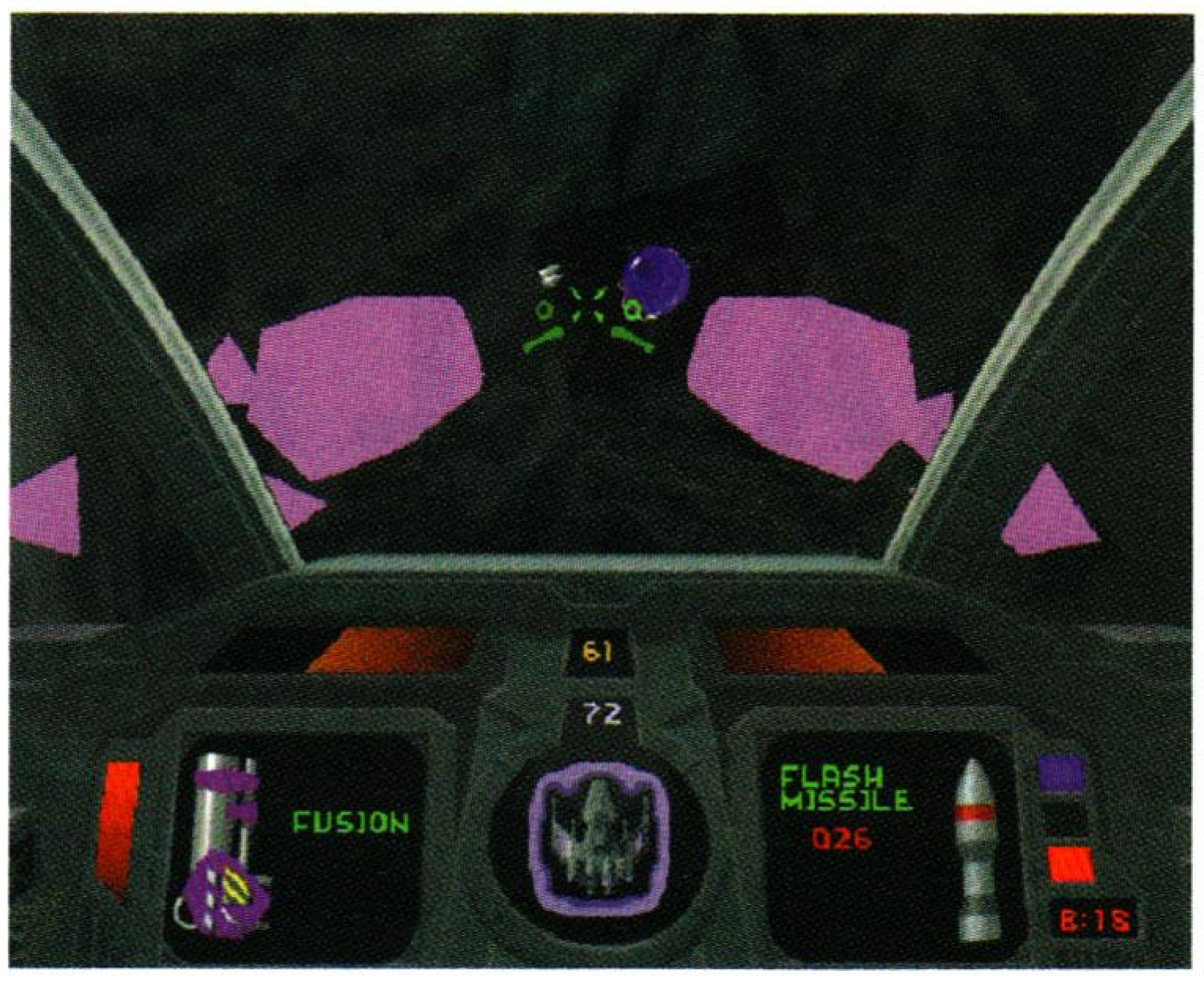
What differentiated Descent from other first person perspective action games was its 'true' 3D premise, and naturally this makes a full return in Descent 2. From within the confines of your anti-grav skimmer (aptly named as the Material Defender), the player rotates through a full 360 degrees of movement, thus broadening the capabilities of the game mechanics by allowing for travel in absolutely any direction. Of course, this kind of control takes time to master, and while fans of the original Descent will be right at home, newcomers may initially feel a little bemused by Descent 2's complex control system. Stick at it though, as practice makes perfect, and once you've got the hang of thinking 3D you'll soon find yourself intuitively zooming around Descent 2's many skilfully designed levels whilst performing complex 360 degree manoeuvres. This extra dimension of control is absolutely crucial to facing some of the tougher aliens on later stages, particularly the bosses, and once you get to grips with it, other 3D first person perspective games seem positively limited by comparison.

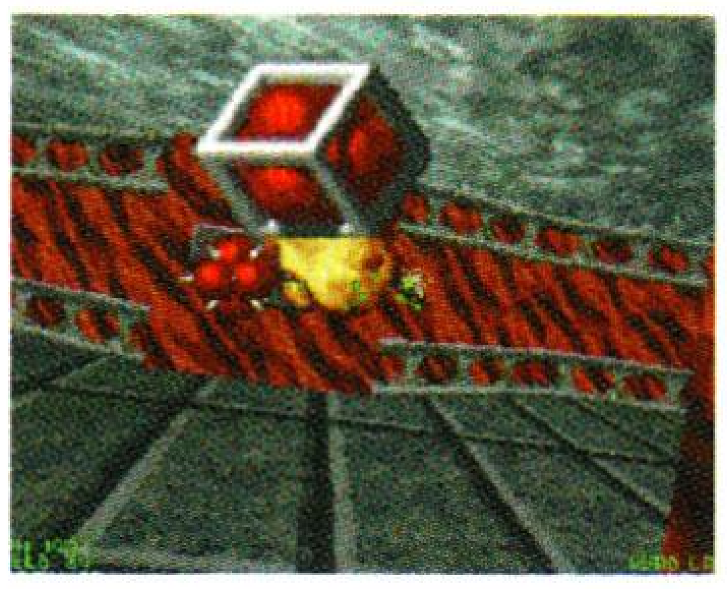




Upon first examination Descent 2 looks and plays incredibly similar to its previous incarnation, and indeed aesthetically this proves to be the case. Although the







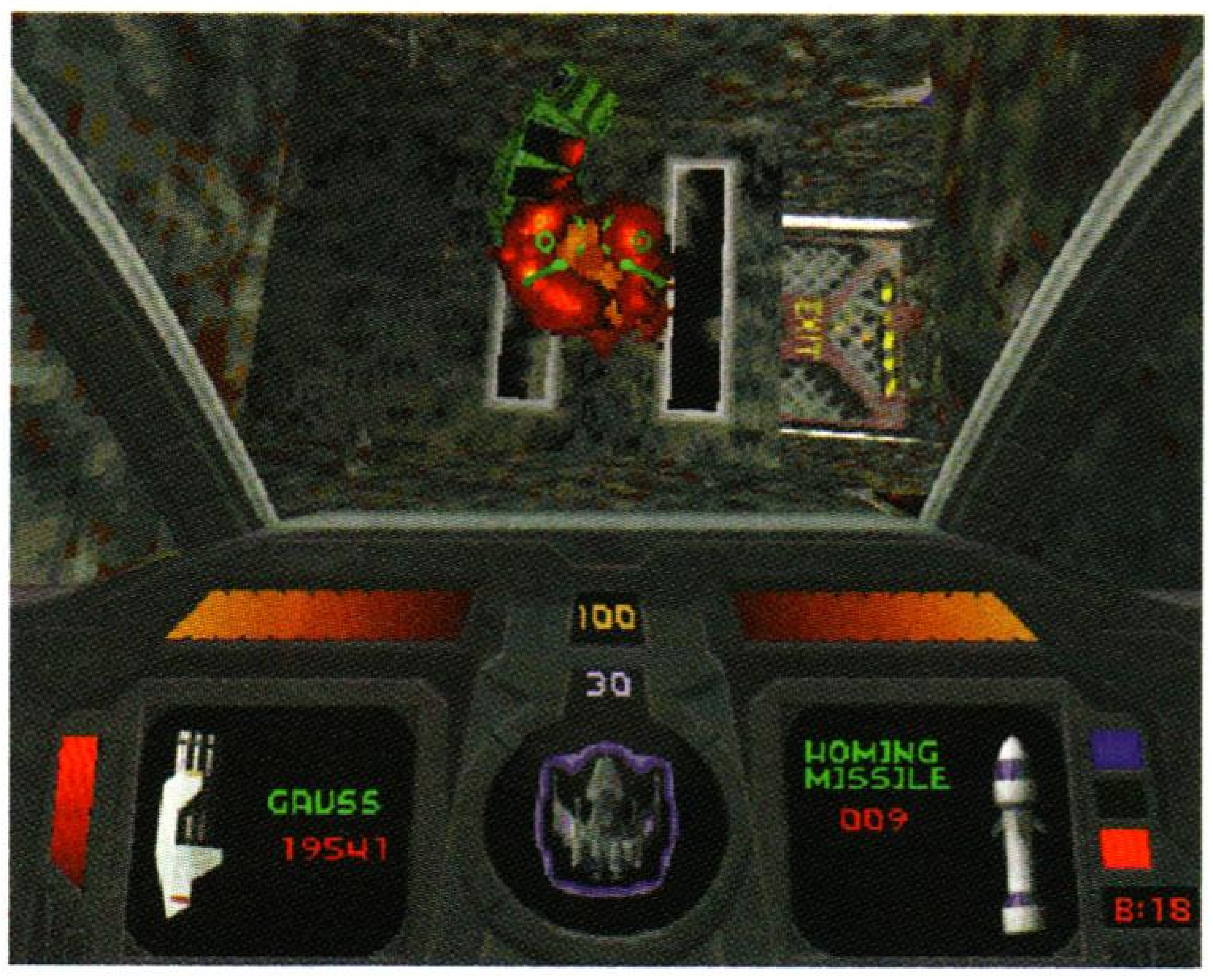
game now includes the option for a high-res video setting (as is the trend these days), on our P100 with 16 megs of ram it still ran like Ben Johnson without the steroids, so unless you've got a PC capable of creating life its best to give this one a miss. Back in good old low-res mode things are a lot better, with even our lowly DX4-100 achieving a decent frame rate. In fact, so convincing is the sensation of momentum that after playing full screen for a particularly heavy session, MAXIMUM started to feel the effects of motion sickness! A compliment indeed! The Redbook CD audio music is an impressive mixture of grunge and ambient techno, while the sound effects are pretty much identical to the original Descent.

However, despite any initial similarities between Descent 2 and its predecessor, after just a few goes it soon becomes apparent that Interplay have added several new features that significantly tweak the gameplay and make the whole thing a much more enjoyable (and less frustrating) experience.

For a start the game's not as difficult as the original. Even on the middle difficulty settings the original Descent was incredibly hard going, and while Descent 2 is no walk in the park, at least it's now actually possible.

IMPROVED GAMEPLAY MECHANICS AND DIFFICULTY LEVEL IN THIS TOP SEQUEL

A MOST SATISFYING MULTI-PLAYER BLASTER!



The blue energy globes are in more abundance, and the inclusion of a brilliant energy transfer device enables you to convert surplus laser energy into shield power when you most need it - very handy indeed. The enemy robots are as cunning as every though, with even the most basic opponents popping out from behind walls to fire at you before ducking back in! Fortunately, in order to combat these devious droids Interplay have generously upped your weapon allowance, with Descent 2's awesome ordinance including such utensils of destruction as the Gauss Cannon (a heavier version of the vulcan cannon), Helix Cannon (a spreadfire upgrade), and the unfeasibly powerful Omega Cannon. There's also a wider range of missiles and proximity bombs to choose from, a headlight to illuminate any darkened areas (though MAXIMUM prefers the use of flares), as well as a turbo charged afterburner for all your hasty tactical pursuit or retreating needs.

The levels in Descent 2 are of an equally high standard, with atmospheric textures and lighting perfectly complimenting the 30 stages' ingenious structural design. Interplay have once again made good use of Descent's fully 3D premise, and you really are forced to think in terms of the vertical as well as the horizontal if you want to get ahead. To help you navigate your way though the many complex levels (the cluttered 3D wire frame map is still pretty useless) Descent 2 sees the introduction of a robotic companion called the 'guide-bot', who can be commanded to lead the player to both power-ups, key cards and level reactors at the press of a button.

All of these new features go to make Descent 2 a much more fluent one player experience than the stop/start structure of the original, although the complex enemy AI and high difficulty level still keeps the proceedings at a mere canter when compared to Doom's gallop. And although Descent 2 tries to operate a life system similar to Dark Forces, the in-game auto save option renders this redundant (after all, who wants to start at the beginning of the level with no weapons when they can just reload their last position?).

However, where Descent 2 really comes into its own is in its multiplayer mode. Provided you can find the hardware (or have a modem) up to eight players can compete simultaneously in an open entry DeathMatch tournament for some quite stupendous 3D blastfests. It was Descent's multiplayer mode that made it the most played game on the internet over the last six months (next to Command and Conquer) and Descent 2 looks set to follow in its footsteps.

Overall, while Descent 2 is not that significant a leap over its predecessor (then again, neither was Doom 2) , Interplay have taken the time to listen to the criticisms levelled at the first game, and have a crafted a brilliant sequel with enough new features and levels to warrant purchase to both fans of the original and newcomers alike.

★★★★★

DUKE NUKEM 3D

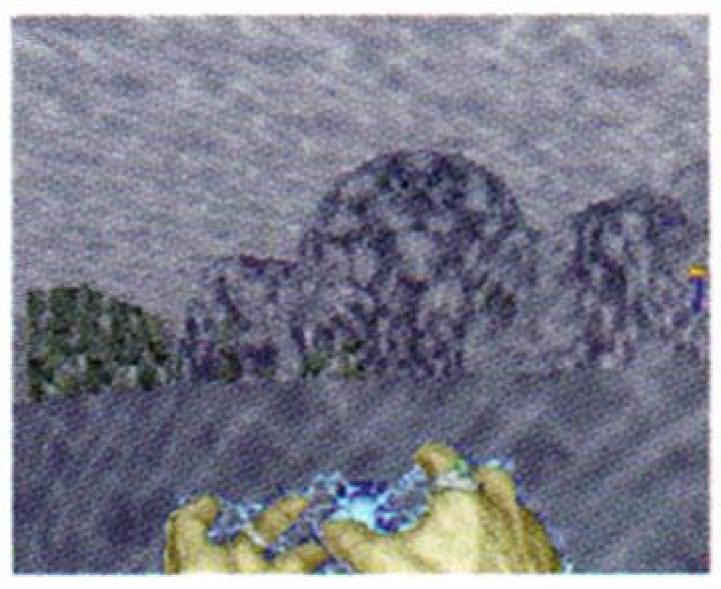
Although Apogee are still putting the finishing touches on their next entry into the Doom genre (their last attempt, Rise of the Triads, received a mixed reception), the shareware version has been available on the internet for available for several months now. Though comprising of only six levels (five ordinary and one secret) and missing some of the game's more powerful weaponry, MAXIMUM found the game to be of superior quality and looks forward to the finished version. Of particular amusement however, is one of Duke's digitised remote ridicule samples in which he asks of his opponents 'what are you some bottom feeding scum sucking algae eater?' Ho Ho.

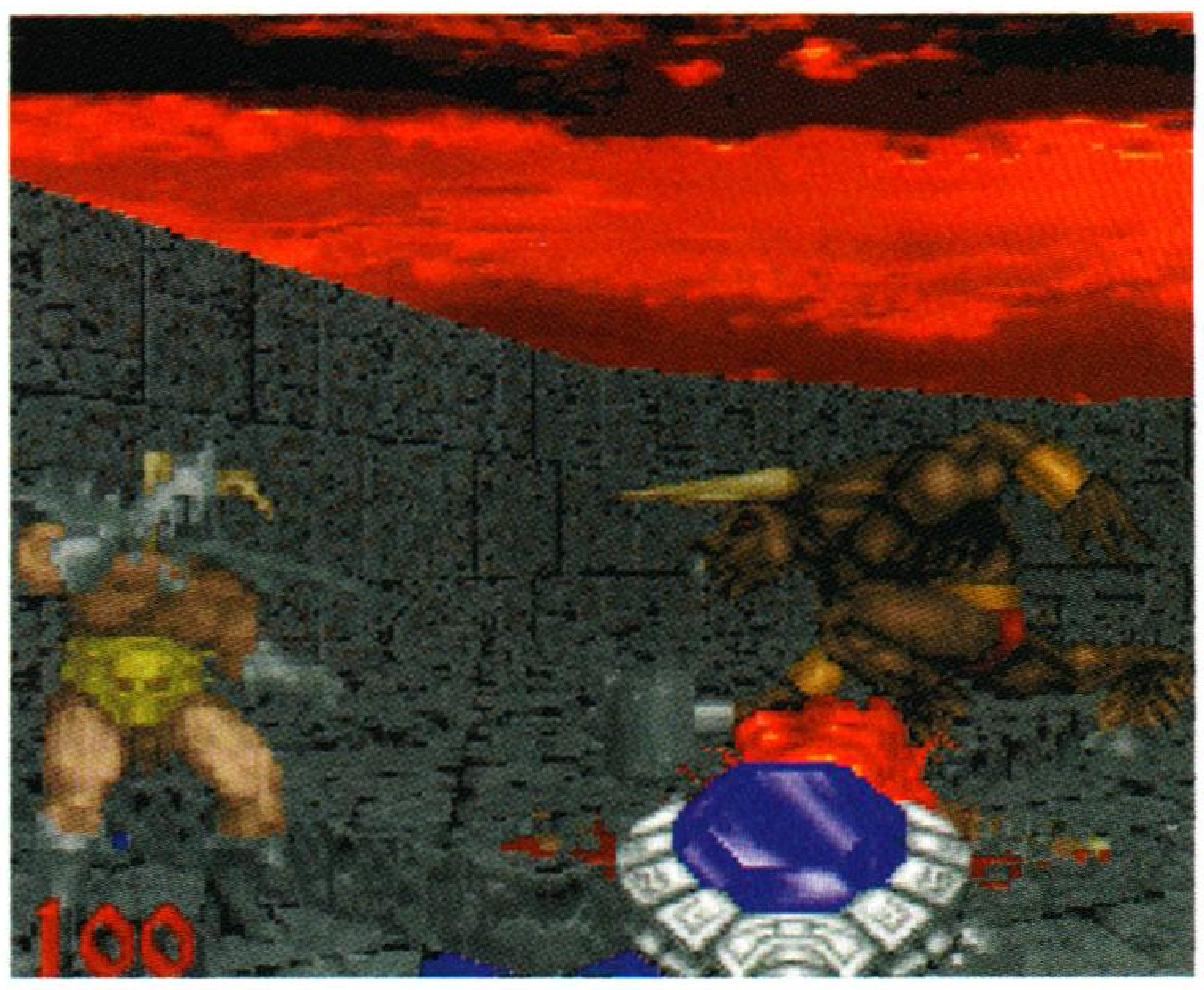
HEXEN: DEATH OF THE DARK CITADEL

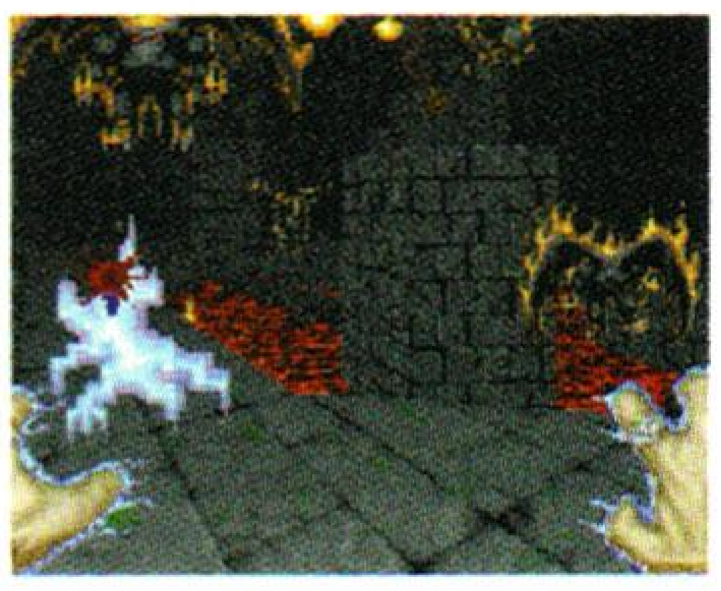
An excellent expansion pack

MOUSE VS KEYS

With the arrival of such a plethora of quality 3D blasters at the **MAXIMUM** offices, the well worn argument of which is the best control method sparked off with renewed vigour. While half the team believed in the slow but sure precision of the keyboard, the other half welcomely embraced the speedy mouse and keyboard combo employed in titles like Duke Nukem '3D, Future Shock and now Quake. After extensive play testing, **MAXIMUM** can definitively conclude that the mouse is indeed the superior method of control, offering a faster rate of turning and greater strafing flexibility. Plus with the development of fully three dimensional environments, you need the ability to look both above and below you freely.

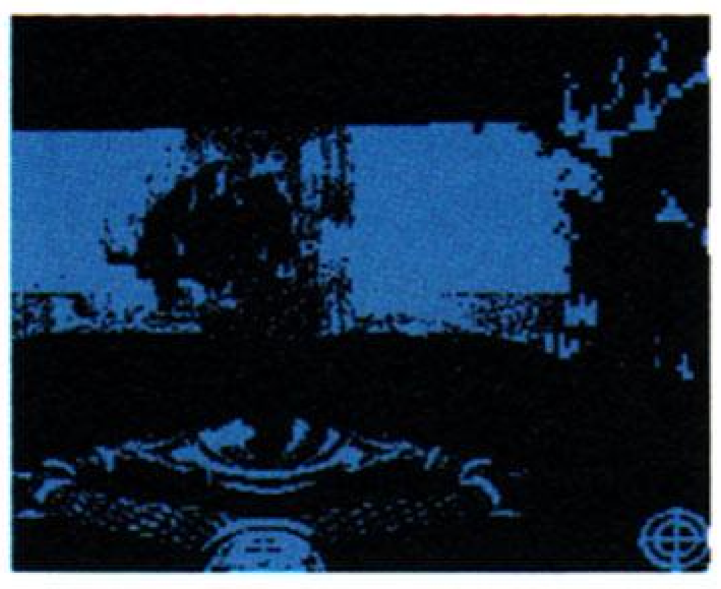






Hexen: Beyond Heretic received the full Extended Play treatment in issue #2, where we concluded that it was indeed the greatest first person perspective hack 'em up yet seen on any platform, warranting it the coveted accolade of **MAXIMUM** Game of the Month. Up until the recent arrival of the Quake demo and Heretic: Shadow of the Serpent Riders, Hexen was the most played PC game in the office, and now it looks set to reclaim its crown with this latest release from GT interactive.

Death Kings of the Dark Citadel is an extension pack for Hexen that provides two brilliant features in one. Firstly, those game gurus at id and Raven have dug deep into their collective warped consciousness to bring you 20 all-new expertly designed levels that will push even the best Hexen players to their very limits. Secondly, and more importantly, Raven have also added a patch to update the main Hexen game engine to allow for eight players to compete simultaneously in an unparalleled DeathMatch frag frenzy!

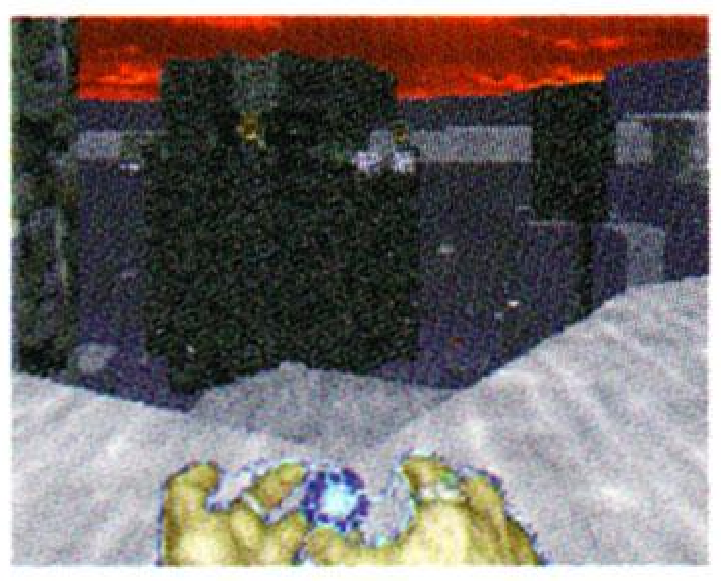


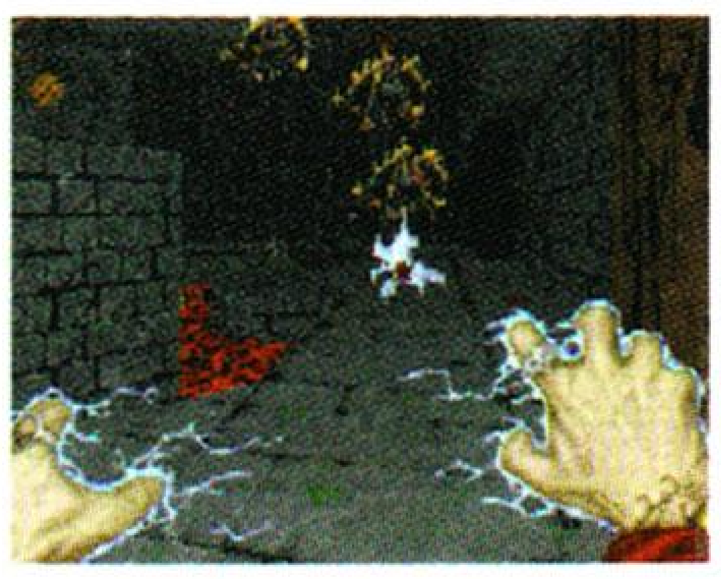
But first, the plot. At the end of Hexen, the three brave warriors of Cronos (Baratus, Parias and Daedolon) defeated the second of the three serpent riders, Korax, inside his personal chambers, and obtained the source of Korax's tremendous power: the Chaos Sphere. This latest episode takes over where Hexen left off, where upon grasping the Chaos Sphere our heroes find themselves suddenly transported to the Realm of the Dead where the Sphere is powerless and the forces of Chaos run amok. Your mission is simple: escape this unholy, evil world and return to the land of the living in time for your mug of meed down the Dragon's Giblet. This involves a long and treacherous journey through the blighted wilderness of the Realm of The Dead, before finally laying siege to the mighty Citadel of the Death Kings. Only in their destruction will the true passage to freedom be revealed.

The 20 extra levels adopt the form of three full episodes, complete with new textures and hidden stages. In true Hexen fashion each episode is based around a central hub that then leads off to several sub levels. For example, to summon the exit on the first episode you must collect five jewels located around the various sub levels and then insert them into a large plate in the centre of the main hub. This makes for a much more involved and less linear gaming experience, with the emphasis being as much on exploration as on combat. Well, almost.

The level themselves are works of art, with each one expertly designed with an incredible eye for detail. The forest and swamp stages look and feel convincingly organic, while the actual Death King's citadel itself is a vast and complex castle of twisted metal corridors and looming stone halls. These levels not only look exquisite, but play brilliantly, with more cunning traps and monster encounters than previously thought possible! As a single player quest, playing on the hardest but one difficulty setting (as **MAXIMUM** recommends) these episodes should provide a challenge for even the most skilful Hexen players.

While Hexen was superior to Heretic in almost every respect, it did lack something in the DeathMatch department. Hexen's emphasis on close combat battles did not translate well into multiplayer action (after all, how many Doom duels are fought with fists and chainsaws?) . Thankfully, in the face of eight player slugfests like Duke Nukem 3D, Raven have taken this opportunity to update Hexen's multiplayer mode to allow for twice as many DeathMatch opponents - provided you have a modem or are connected to a network. What's more, some of the levels themselves have been designed specifically for DeathMatch, and these really enhance the multiplayer experience.





With the whole package priced at under 20 quid, it's an attractive proposition. If you're in a position to make the most of the extra multiplayer options, we would recommend this expansion pack to you without hesitation. However, if you're not, consider whether you're a big enough Hexen fan to really want to pay a pound a level, no matter how brilliant they are.

20 NEW LEVELS AWAIT TRUE HEXEN MASTERS!

A SUPERLATIVE ADD-ON LEVEL COLLECTION FOR ALL HEXEN ENTHUSIASTS!

★★★★

TERMINATOR: FUTURE SHOCK

Believe the hype - this is superb

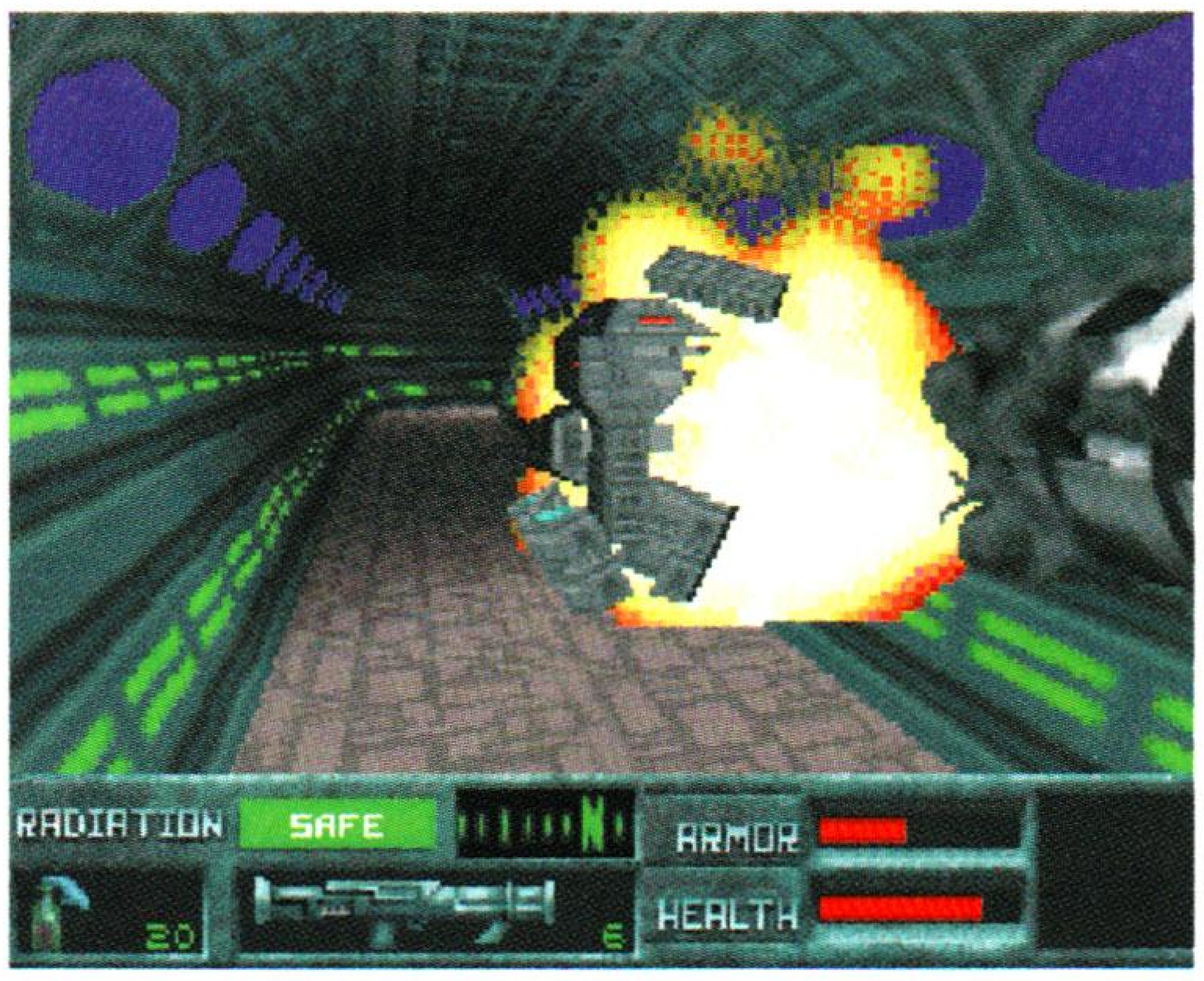
Terminator: Future Shock is yet another entry into the overcrowded Doom wannabe brigade, and as much as we hate to put a strain on our PC readers' bank balances, its pretty damn good too.

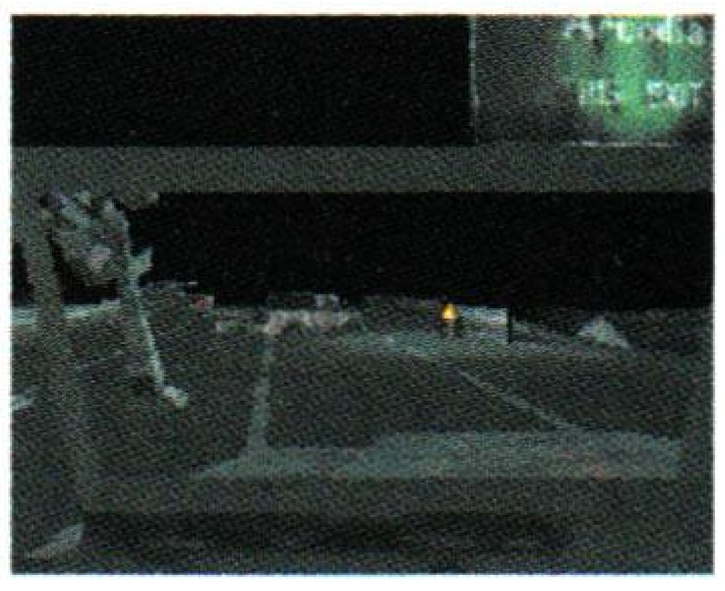
Firstly, Future Shock looks and sounds the business. Bethesda's much hyped graphics engine creates a dark and moody world of derelict post-nuclear landscapes and claustrophobic corridors. The robots all animate smoothly, and thanks to the polygon environment the game is able to impressively convey the sheer overwhelming size of your opponents. The music and sounds are straight out of the movie and greatly add to the oppressive atmosphere of doom and despair.

Secondly, while the basic structure of the game is indeed Doom style blasting, the varied mission objectives and player controlled vehicles (you get to drive a jeep and fly an HK) really add to the experience. The levels themselves are absolutely huge (about four or five times the size of your average Doom level) and create the most tangible and involving environments yet seen in a 3D blaster. The story line is also in concordance with the two movies, with the player receiving orders direct from a certain John Conner.

Thirdly, the control of Future Shock is a revelation. Using the mouse to aim and the keyboard to move allows for precision control, and whilst it takes a bit or practice to get used to, once you've mastered it you'll never look back.

Finally, the range of collectible ordinance and enemies is quite superb. Your basic weapon is a heavy machine gun and you can tool up with a variety of both urban and futuristic weapons to tackle the army of deadly machines that stand in your way. Also, almost anything in the Future Shock environment can be destroyed, including cars and furniture,.



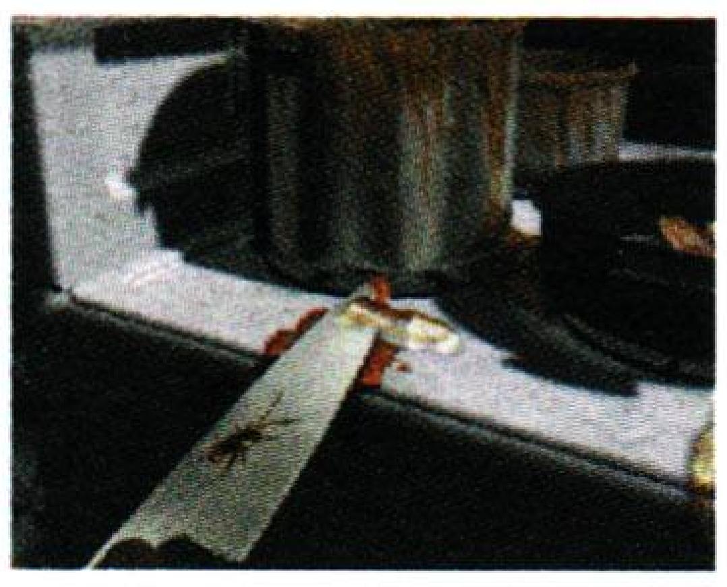


The only real criticism we can levy at Future Shock is that, like Dark Forces, it is solely a one-player experience, with no real incentive to replay the missions once completed, and although the vast levels hide innumerable secrets, they're also easy to get lost in. Regardless, Future Shock is a slick, professional blaster that sets new standards in the movie to game license wars, and offers an immense challenge to first person perspective action fans who can pull themself away from Doom for long enough to give it a chance.

★★★★

BAD MOJO

Acclaim's intriguing cockroach simulator



The Kafkaesque premise of this surreal interactive adventure sees the player in control of a cursed human turned cockroach who crawls around a seedy restaurant/appartment building in the hope of discovering an antidote to his unfortunate predicament.

Bad Mojo takes the form of six large 'levels' (all different areas of the house), each comprising a landscape of connected flip-screen enivronments viewed from a top down persepctive, in which our insectile hero scuttles around controlled by the cursor keys. Your objective in each of these levels is to simply find the exit to the next house area, though ultimately you are searching for an answer to the bigger question: what the hell is going on?

The gameplay in Bad Mojo is predictably rather limited - after all, how much can a household cockroach actually do? You just move your roach around the house, occasionally pushing a few items to solve puzzles , but action-wise that's about as exciting as it gets.

Fortunately, action is not where Bad Mojo's appeal lies. As you explore the various locations you trigger a montage of flashback FMV sequences, cleverly blended into the background (an old photo will come to life for example) and what begins as an excercise in limited game mechanics slowly turns into a strangely engrossing adventure. Within the building lies the truth behind the identity and history of these characters, and only by observing the many clues can you piece together the jigsaw puzzle of a shattered family, and come to revoke your curse (or rather blessing).

Japanese Recession Spreads
Bay Area
Funds Missing in Bug-Spray Research Scam
Roach Doctor, Two Others Wanted for Questioning

Bad Mojo looks great, with horribly realistic animation on your roach as he skitters across Super VGA photo-realistic backgrounds, while the FMV scenes are of an acceptable quality (even if the main star does look like Jim Carey's ugly twin brother). The accompanying sound effects and music aren't bad either, and contribute significantly towards creating a tangibly eery atmosphere.

The main problem with Bad Mojo lies with it's pace. Though unique, the explore and observe gameplay proved to be just too sedate for the MAXIMUM team, and we soon found ourselves itching for another session on Descent 2. What's more a serious question is raised over the game's longevity, as most players will have seen all that Bad Mojo has to offer in a matter of days. Still, it does feature some visceral sequences of deleriously bad taste (like dropping a carton of razer blades on a rat!) and, like we have mentioned, there is an element of fascination both in the story and visuals, but whether this is enough to justify the asking price depends on how much you feel like being a cockroach.

★★★

I'LL BE BACK!

The latest attraction at Calafornia's Univeral Studios is Terminator 2 - 3D: Battle Across Time. This 10 minute 3D action extravaganza re-unites director James Cameron with Arnold Schwarzenegger, reprising his role as the T-800 series Terminator with a heart of gold. The short film is said to feature a revolutionary projection system producing three dimensional images on several vast screens (23 feet by 50 feet) surrounding visitors with 180 degrees of awesome picture and sound. Cameron has shot all-new footage shot exclusively for the ride, which premieres next month in Orlando.

THE NEXT FINE ISSUE OF

MAXIMUM

In issue #6 we'll also be continuing the coverage for Tekken 2, going into detail on the characters we've avoided this month. That being the case, ready yourself for the ultimate in Roger, Kazuya, Alex, Angel and Devil-based coverage. Full descriptions and move lists are duly promised as the untouchable **MAXIMUM** Tekken 2 activities continue.

For months now we have been building up the innovative Capcom title that is Resident Evil... A third person perspective adventure with violent, horrific overtones, Resident Evil is out in Japan next month and has been signed up by Virgin Interactive for its European debut. **MAXIMUM** goes in-depth on this essential addition to your PlayStation library in what could well be one of our greatest Extended Plays to date.

One of the highlights of the AOU Show will (hopefully) arrive for the Extended Play treatment. Ready yourself for Street Fighter Alpha 2...

MAXIMUM ISSUE #6, OUT APRIL 27, PRICE £3.50

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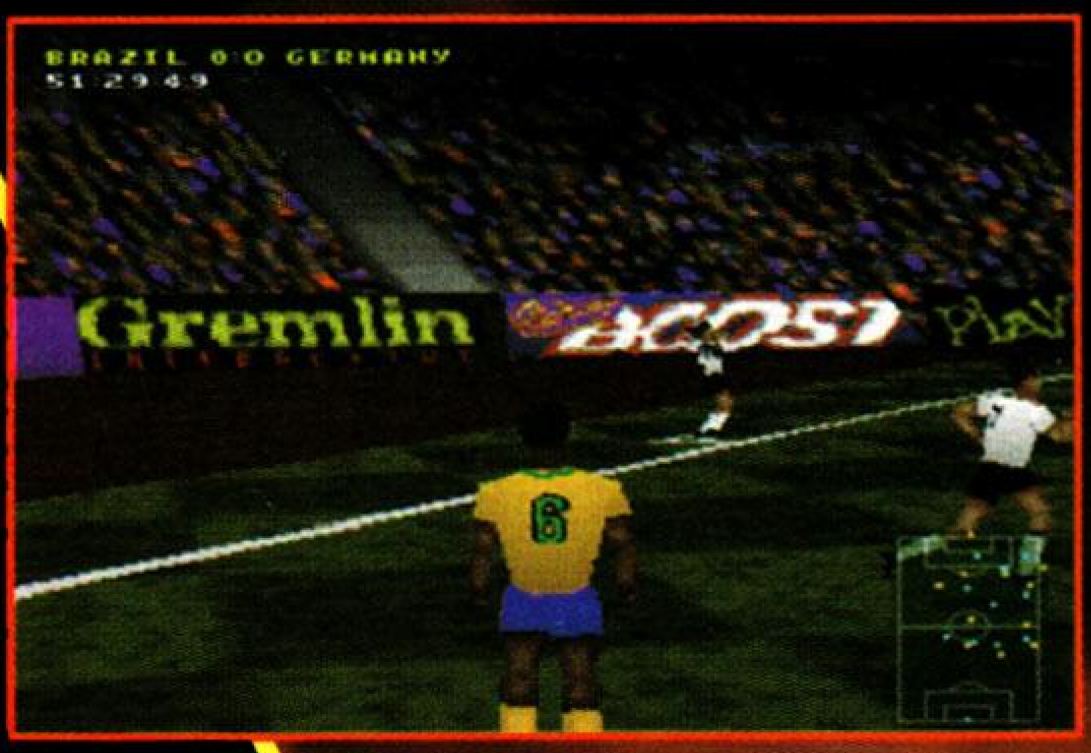
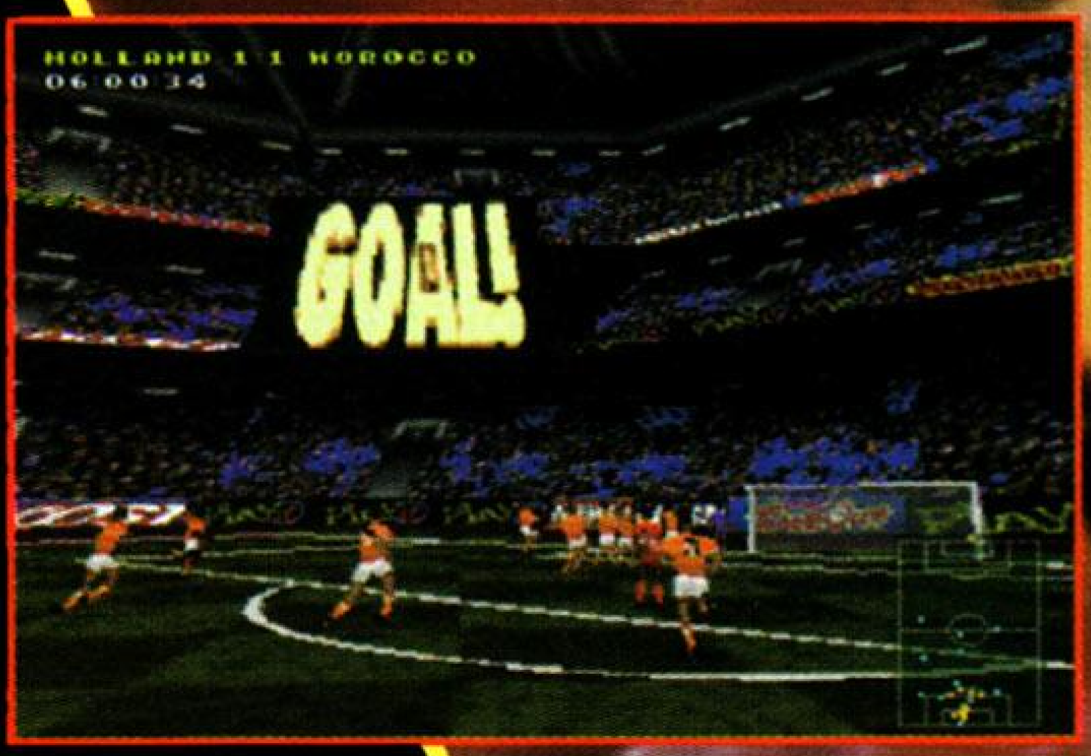
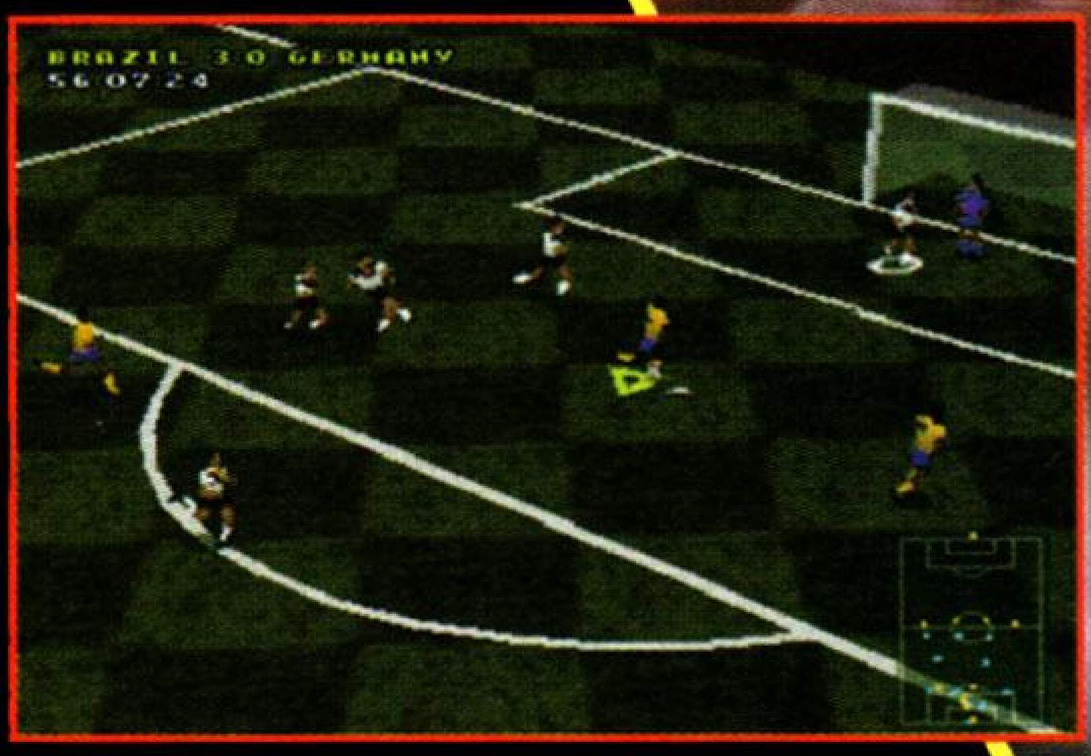
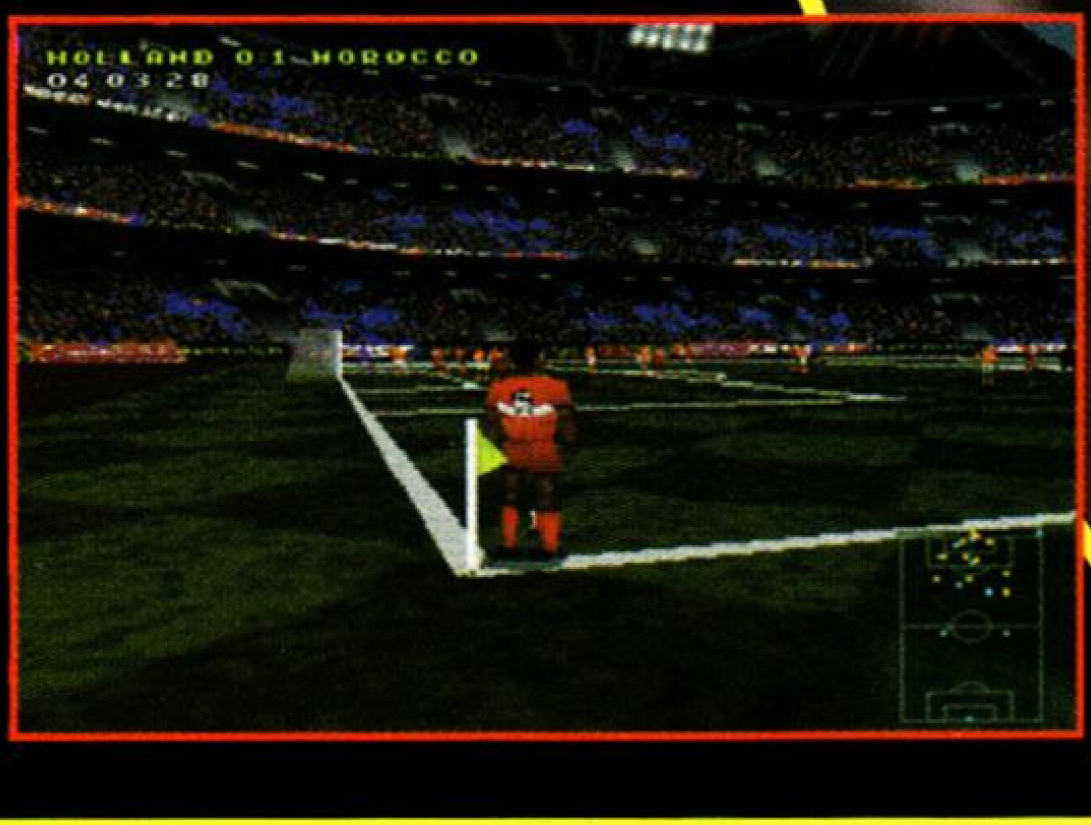
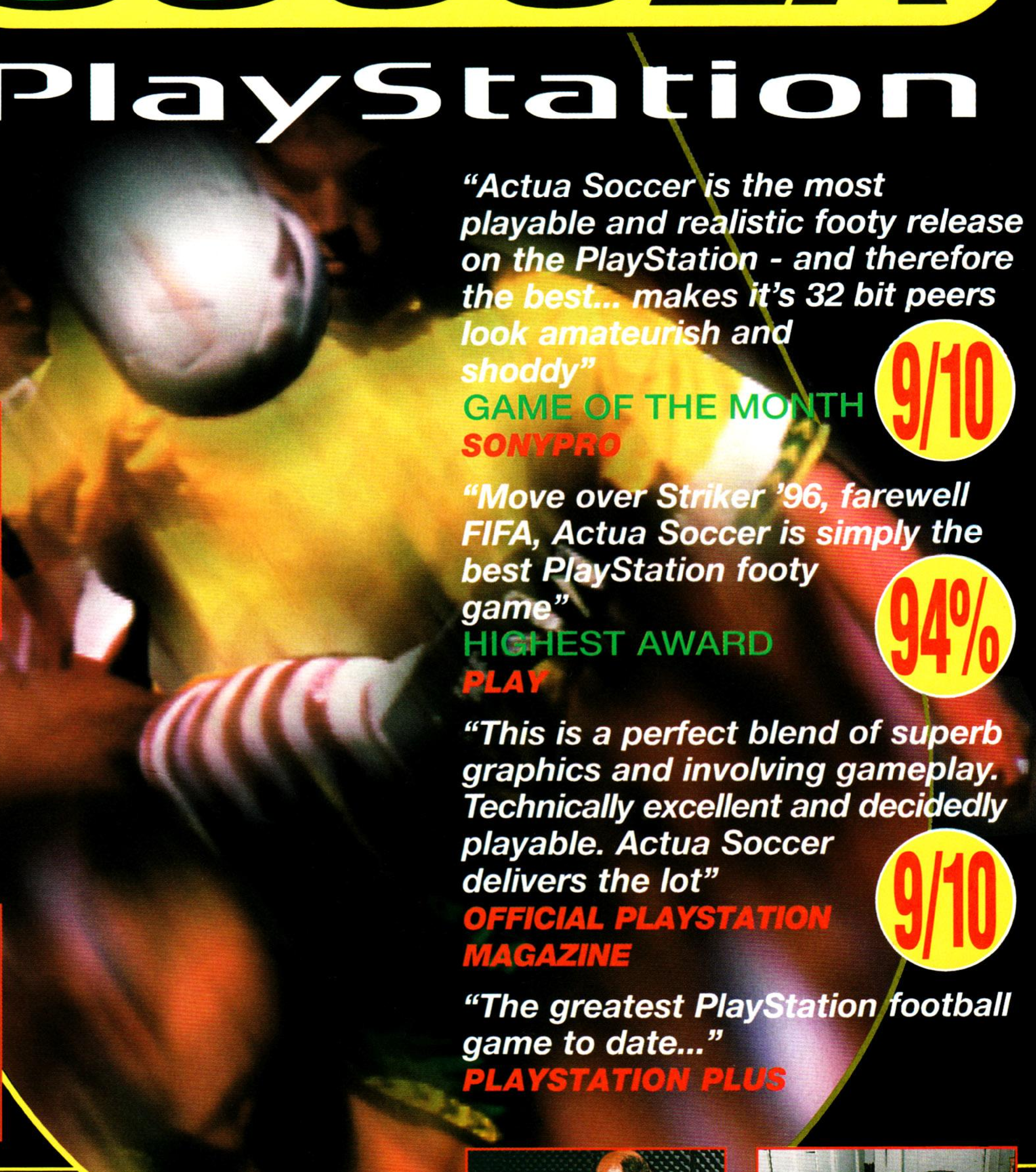
PlayStation











"Actua Soccer is the most playable and realistic footy release on the PlayStation - and therefore the best... makes it's 32 bit peers look amateurish and shoddy"
GAME OF THE MONTH
SONYPRO
9/10

"Move over Striker '96, farewell FIFA, Actua Soccer is simply the best PlayStation footy game"
HIGHEST AWARD
PLAY
94%

"This is a perfect blend of superb graphics and involving gameplay. Technically excellent and decidedly playable. Actua Soccer delivers the lot"
OFFICIAL PLAYSTATION MAGAZINE
9/10

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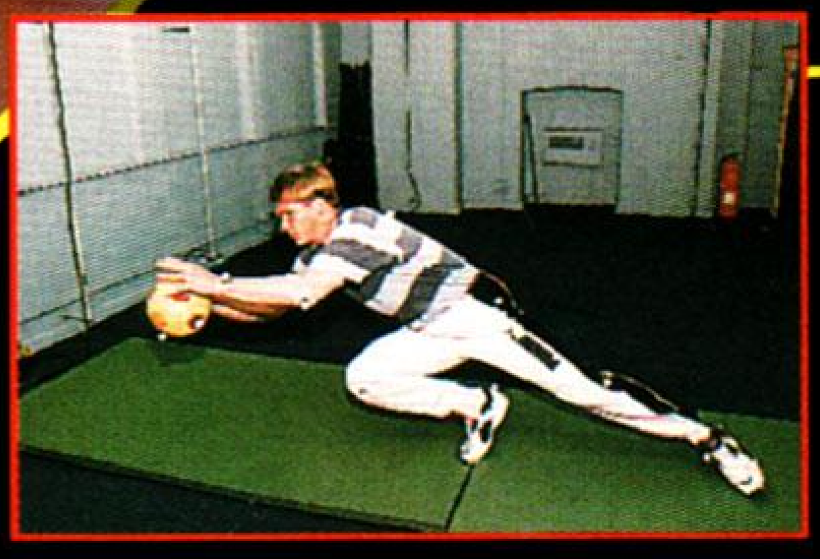

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THE VIDEO GAME MAGAZINE

MAXIMUM

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